

VICTORIANA

# LIBER MAGICA



by Walt Ciechanowski, Scott Carter, Steve Ironside,  
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# LIBER MAGICA INTRODUCTION



# INTRODUCTION

## COUNTESS LYONESSE'S DIARY

- 28 December 1855 -

*Today is the Feast of Simon Paul and I have received a most interesting package in the mail. During a pleasant conversation with Lord Riven a few days ago I'd asked about blood magic, as I'd heard stories while on the subcontinent and I thought that Lord Riven, a dark arts practitioner (legally, of course!) might know something about it. My inquiries turned to other lesser known magics as well and Lord Riven promised to send me some clippings.*

*To my delight they have come on the feast day dedicated to the Holy Hermeticist! They contain some rather interesting and disturbing stories and I wonder how many of them will make it into my memoirs. In addition, Lord Riven has graciously provided me with excerpts from the Standard Grimoire of the British Isles. I almost can't wait for my dinner party to be over this evening so I can delve into them!*

## CHIRURGEON KILLED OVER NECROTIC OPERATION

By Charles Greenwarren - *London Illustrated Daily News*,  
16 November 1855

Respected surgeon Dr Greg Harrison was shot and killed outside his Finsbury home yesterday morning. London Metropolitan Police have arrested and charged Sir Alec Bass with murder. Sir Alec calmly walked up to the deceased as he walked to his office and fired all three shots from a Manhattan pepperbox into his chest.

According to police, Sir Alec, a London barrister, was recently maimed in a carriage accident that severed his arm. Lady Bass procured the services of Dr Harrison to reattach her husband's arm in lieu of a clockwork alternative. Dr Harrison did so and by all accounts the operation was successful.

Unfortunately, Sir Alec was horrified to discover that his limb, though still his own, was necrotic and he believed this damned his soul in spite of his wife's protestations to the contrary. After an altercation with his wife on the evening after he was released from hospital, Sir Alec stormed out of the house the next morning and it is believed he travelled to Dr Harrison's residence with the intent to murder him as a Maleficium user.

Police found Sir Alec openly weeping over Dr Harrison's body. He claimed that he couldn't remember what happened, possibly in anticipation of an insanity defence. It is proper to note that Dr Harrison was fully licenced by the Guild to perform necrotic grafting when the material used belonged to the patient. The English Aluminat has no official position on such grafts.

## The Power Within

By Dr Franz Mesmer - *A Lecture on Animal Magnetism*,  
*Bloomsbury College*, 1 October 1855

Wherein does magnetism, or 'psychodunamy' as the Guild prefers to call it, fit within the magical disciplines? The incantamentum, or 'petty conjuring' in the vernacular, is perhaps the lowest form, squeezing magical effects from the natural world. Empirical thaumaturgy and inscription are of a higher class, as the magician pulls the raw quintessence from within himself and creates magical effects. Magnetism, at least as traditionally understood, is simply an awareness of the aether that is all around us; it is the ability to tap into the aether and gain insight.

But what if magnetism is more than that? What if one could impose his will on others through the aether without the need for memorised rituals or natural materials? What if all

it took was but a single thought to affect another? I propose to you that such a power would make magnetism the most potent of all and I further propose that such is exactly the case!

It is not a revolutionary notion. Goeticism, absent from psychodynamic studies but indeed a form of magnetism, empowers one to calm combatants and exorcise spirits; spiritualists share the latter ability. From the time I was little I found that I could manipulate others; at first I wrote this off as precociousness and, later, a persuasive manner. Only in adulthood have I discovered that I have the gift of animal magnetism, the ability to shape the thoughts and emotions of others. I have also discovered that I am not alone.

I speak obviously about animal magnetism, which I sheepishly must admit the Guild has termed 'mesmerism.' I am somewhat adverse to that designation, as I believe that animal magnetism has been with us as long as clairvoyance, spiritualism, and other forms of magnetism. It is likely that some of the greatest leaders in history had at least some degree of animal magnetism.



What animal magnetism displays is the inherent ability of a sapient to magically influence another without the need of other magical disciplines. If we could tap deeper into ourselves then, much like a mystic's control over her own body, we could reshape the world with but a thought! Imagine a world where one person could control an entire army with but a thought or implant a single memory as if it had actually happened to each of us. Think of the implications: are we sitting in a world that was shaped by the archons millennia ago, or are we in a world of someone else's making a few weeks or days ago?

## CANNIBALS IN HAMMERSMITH!

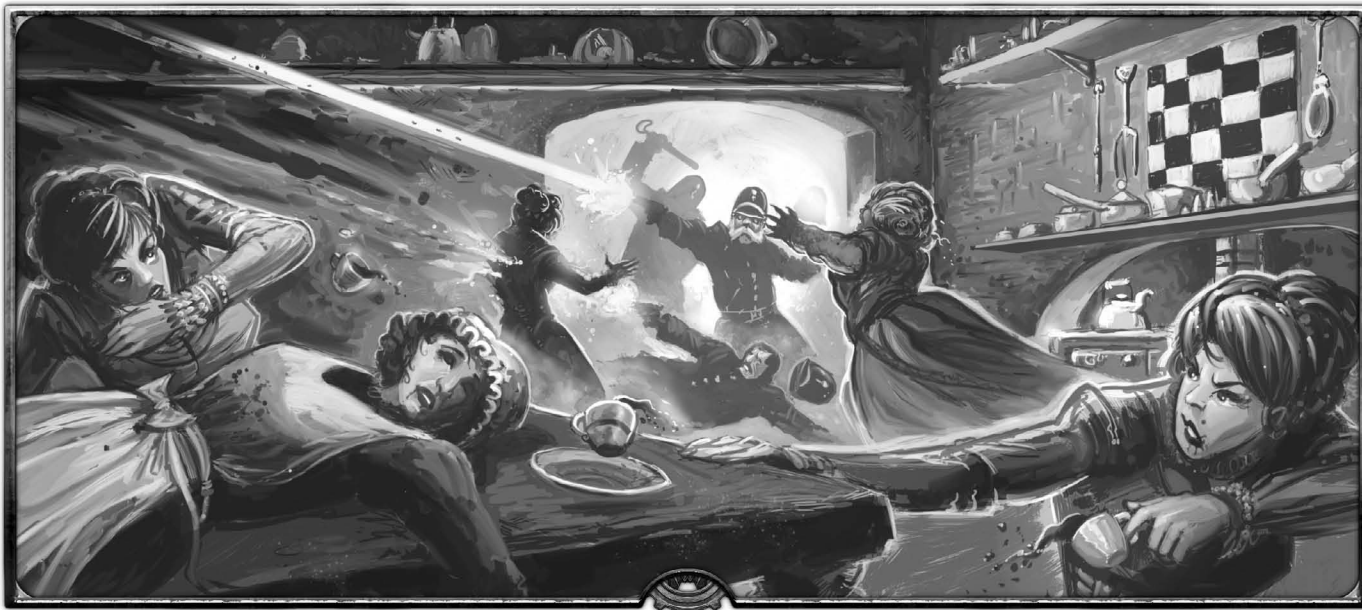
By Jonathan Sheffield - *Daily Chronicle*, 30 September 1855

The Metropolitan Police arrested Hammersmith residents Felicia Dawes and Marcia Thornton, on suspicion of cannibalism and Maleficium practice. Two others, Hilary Proctor and Andrea Dunbar, were killed while resisting arrest. The four women had been hosting dinner parties that featured sapient flesh. Inspector Henry Anson was tipped off about the group when a string of missing persons from poor houses led to the raid of a warehouse in Wapping. Several sapient carcasses were discovered and upon further investigation Anson's team learned that four of their customers resided in Hammersmith.

Anson raided the Dunbar residence at 8 o'clock last night. All four customers were there, but the detectives were horrified to discover that the four women had just killed a servant and were drinking her blood, presumably as part of some dark ritual. Given the tools at the scene it was likely that they also planned to dismember and cook the body. The women tried to resist arrest, resulting in the death of one officer and the wounding of two others, before the police could subdue them.

Chief Inspector Ian Paulson of the Yard's Aetheric Branch believes that the women were part of a haemomantic cult, using rituals similar to those practiced by the Indian Thugee. Mrs Dawes and Mrs Thornton are currently awaiting trial and, if convicted, will likely be hanged.

The Chief Inspector warns that 'the Hammersmith Circle' weren't the only ones purchasing sapient corpses from the Wapping warehouse and that there may be more such groups in and around London. He begs that if anyone sees anything suspicious or suspects that someone may be cooking sapient flesh or performing Maleficium to please contact Scotland Yard immediately.



*There is nothing more horrid than the thought of cannibalism amongst the aristocracy. Not only does it stoke the fires of the revolutionaries, but it will now call into question anything unfamiliar that I am served at dinner parties! Fortunately I am slightly familiar with the ways of the Thugee, so hopefully I can recognise the signs before it comes to that!*

## A New Tool for Alienists: Dream Therapy

By Dr Sanja Frisch - London Guild Quarterly,  
Autumn 1855

Both psychodunamy and alienism have fought long and hard to be respected within the magical and medical communities; it has only been within the last few decades that both have become widely accepted. It is therefore quite remarkable that the two complement each other so wonderfully. Alienism attempts to free souls and psychodunamy provides the means of doing so. It's why most reputable alienists are magnetists - we meet the demons on their own ground.

But while the clairvoyant may detect the present and future demonic possessions, the spiritualist may speak to

them, and the goeticist may exorcise them, a new form of psychodunamy has recently come to the attention of our profession. Oneiromancy, or the entering and manipulation of dreams, enables us to enter the minds of patients and shape a world that they can help craft and control.

While the use of oneiromancy for therapy is still in its infancy, we've discovered that dream manipulation enables an alienist to help a patient confront her fears and desires in a safe environment. She is of no harm to anyone while dreaming; even violent situations may occur without harm in the real world, relieving a patient's tension and enabling her to calm herself enough for therapeutic interaction. The future of dream therapy looks very promising indeed. Unfortunately, some within the Aluminat see oneiromancy as Maleficium and have lobbied the Guild to take the same view. For our patients' sakes, we can only pray that rational, enlightened minds will prevail and we won't be deprived of this potent tool for healing them.

*It's well documented that Eldren that find themselves in the middle class gravitate towards alienism; there is a greater percentage of middle class Eldren alienists than that of any other subspecies. I wonder if that has helped or hindered alienism's reluctant acceptance by the Guild and the medical community?*

## Fire and Ice: A Study of the Pale

By Dr Arthur Schopenhauer – Lecture at the University of Thaumaturgy, Geneva, 17 July 1844

As I have laid out in rather more detail in *The World as a Collection of Pawns*, each of us is influenced daily, nay minutely, by the archons of the universe, some above and some below. It is of those below, the Pale Archons, or demons and devils, that I shall limit my ruminations to today.

Theology aside, there are many – indeed many in this very hall – who see little difference between demon and devil. Both, after all, seem interested in our souls, pushing us to sin so that we are resigned to the Pale. What difference does it make whether the demons have always opposed the Heavenly Host or that the Devils only fell during the Great Cataclysm? So long as both work to damn our souls, then aren't they much the same?

Yes, inasmuch as fire and ice are both elements. Otherwise, and practically, demons and devils are very different from each other and occupy different places in the Celestial Engine that is our universe. Demons are the agents of Entropy – they revel in breaking the rules of social convention and influence us to do the same. They make a mockery of law and order, marriage and family, restraint and responsibility. They wish to pull each of us far enough away from Order that the Heavenly Host abandons us to them. They are creatures of passion, their fiery nature burning us even as we revel in the tantalising freedoms they offer.

Devils, on the other hand, are agents of Harmony, albeit a harmony that is very self-serving. For them, Entropy and Order, magic and science, are all simply means to an end. They wish to reverse the outcome of the Great Cataclysm and wrest control of the world from the Heavenly Host. They wish to impose a new Order on the world in a much different way to the pious and emotionless Ophanim. They see the world not as a perfect machine, but rather more as a playground. For this they need sapient agents and they don't hesitate to craft bargains that accomplish that goal, nor do they hesitate to abandon those who are no longer useful. Devils are cool as ice, tempting us with sin while insisting that any pain caused is nothing personal.

These two forces oppose each other even while both are shackled to the Pale. Only the alliance – or perhaps dalliance? – between Lucifer and Paline keeps the two in check. Whether the demons side with the devils or betray them when they finally launch their attack on the Heavenly Host remain to be seen.

## TORTOISE BEATS HARE IN AUTOMOBILE RACE!

By Aurelie Sefton – *The Times*, 7 October 1855

The well-publicised race between Sir Guy Samson and George Snodgrass has ended and Sir Guy has emerged as the victor. The race was the result of a bet between Sir Guy, a noted artificer, and Mr Snodgrass, a carriage engineer, on whether Mr Snodgrass' new steam-driven automobile could beat Sir Guy's eldritch horseless carriage.

In what some might describe as a 'fool's bet,' Sir Guy accepted the bet during a debate with Mr Snodgrass. It is well-established that eldritch horseless carriages generally have a top speed of 30mph, while steam carriages generally run at 40mph. Sir Guy insisted that the race take place on a 'natural course,' meaning one that was unpaved, and Baron Cordell was happy to host it at his cottage.

As expected, Mr Snodgrass quickly outpaced Sir Guy, but the baronet seemed unperturbed. He turned out to be correct, for as Mr Snodgrass rounded the final turn he apparently hit a bump that shattered part of his undercarriage, rendering his steam carriage useless as Sir Guy passed by and won the race. Given Mr Snodgrass' breeding as a Hareman, it was perhaps inevitable that the race was compared to the Aesop fable.

For today at least, ancient magic has trumped modern technology.

*I attended the race and I have my suspicions that Sir Guy's success was attributable to more than just lucky chance, but Mr Snodgrass' condescending smugness is enough to keep me from inquiring too deeply.*





## A BOOK OF MAGIC

Welcome to the *Liber Magica*, an expanded look at magic in the fantastic world of *Victoriana*! Contained herein are expanded rules on the magical disciplines covered in the *Victoriana Core Rulebook* as well as new types of magic that are commonly found in the British Isles and the Continent.

While the world of *Victoriana* seems to be ticking ever more towards science and industry, magic has always been a powerful force in the world, from the aristocratic hermeticists who provide instant health care to the nobility to the petty conjurers who make a hard life a little more bearable for labourers. The magical rules in the *Victoriana Core Rulebook* do a great job in capturing the flavour and breadth of the various magical disciplines, but there is certainly room for expansion.

Empirical thaumaturgy gets new rules regarding magical colleges, celestial correspondences and telluric currents. It is also joined by alchemy, in which physics can be created based on a sin or virtue. Astrology, numerology, and other symbols have been added to sigil magic, as well as a divination method that uses a complete sigil set. A special type of sigil inscription, tattoo magic, has also been included.

Petty conjuration includes guidance on making rituals more realistic, while bardism enables a magician to affect people with an aetheric performance. Shamans can call on archons to inhabit their bodies while granting them powers. Magnetic abilities are expanded upon and new types of magnetism, such as animism, mesmerism, and mysticism are included.

The Maleficium has also been expanding. Demonology has been expanded and includes diabolism, further defining the differences between demons and devils. Haemomancy, or blood magic, grants the magician power at the expense of sapient life. Necromancy has now been expanded to include necrotic grafts, the Maleficium's answer to clockwork limbs.

Following these is a chapter on magical curiosities, offering new magical gear and relics, including magical weapons, armour, and transport. This volume ends with a look at five magical organisations, including the Consortium of Hermetic Guilds, to aid or challenge adventurers.

In short, there's a lot packed in to these pages!

This volume has been a long time coming. It was originally conceived as a supplement for the second edition, but the decision to move forward with *Victoriana*'s third edition necessitated that the *Liber Magica* be put on the back burner until the new magic rules were ironed out. Now, focused on the third edition, the *Liber Magica* provides expanded rules on all of the broad magical disciplines to enable you to craft distinctive adventurers and adversaries!

Order may be winning, but Entropy still has a few tricks up its sleeve. Enjoy!

– Walt Ciechanowski, February, 2014

## Using this Book

The *Liber Magica* is designed to offer more magical options for your adventurers and provide new challenges for them to face. The key word is 'options': there's a lot in here and a Gamesmaster may wish to move slowly, perhaps adopting certain chapters or subjects piecemeal, until she gets comfortable with the new options. We've tried to maintain game balance and keep the Victorian flavour while adding these new rules; feel free to adopt, amend, and ignore as suits your campaign!

As we presume most players and Gamesmasters will be using this book as a reference tool for particular types of magic, we've decided to forego the tradition of having an all-inclusive 'rules' chapter at the beginning of this book. Instead, we've embedded the rules within the chapters in which they apply. All new rules relating to empirical thaumaturgy, for example, can be found in **Chapter I - Empirical Thaumaturgy**, while all new rules regarding magnetism (save for the Maleficium) are found in **Chapter IV - Psychodunamy**. For an example of this embedding, see **New Talent: Celestial Affinity** and **Optional Rule: Variable Cost** in this introduction!

The first five chapters cover the magical disciplines as referenced in the *Victoriana Core Rulebook*. Each discipline

gets an expanded treatment here as well as new types of magic related to that discipline. The last two chapters cover magical curiosities and magical organisations to add to your campaigns. The magical organisations follow the format of the two volumes of *Faces in the Smoke* and *Jewel of the Empire*.

All of the information contained herein can be used solely with this book and the third edition of the *Victoriana Core Rulebook*. That said, occasional references are made to other books in the *Victoriana* line; such books aren't necessary but do add colour and expand upon material presented here.

### New Talent: Celestial Affinity

You are strongly disposed toward Entropy or Order. You may move one cog towards Entropy or Order. This talent may not be used to move beyond the second cog of Entropy or Order (so this talent is only of use to an Eldren that wishes to move to Harmony, as she already starts at the 2nd Cog of Entropy).

### Optional Rule: Variable Quintessence Cost

*Victoriana's* second edition introduced the concept of a variable cost to spells. This helped represent the Entropy inherent in magic. While the third edition returned to fixed costs for simplicity and to ease the burden on magicians, a Gamesmaster can opt to return to variable quintessence costs for a bit of unpredictability.

If you wish to use a variable quintessence cost, take the spell or ability's final cost, multiply it by 2 (any talents or other modifiers to quintessence cost should be factored in prior to the multiplication) and add 1 to the total. After the roll is made, any remaining successes are subtracted from the multiplied cost. This is the quintessence cost to the magician. No matter how many successes are rolled, all spells cost at least 1 quintessence point.

If you fail the roll, you pay a single quintessence point but if you get 1 success, you pay as if you succeeded (multiplied cost -1) but you failed to manifest the spell.

*FOR EXAMPLE: Sean Dalton wishes to cast Steely Skjn. This operation normally costs 3 quintessence, but Dalton has the Magna Cum Laude talent in the Aether College, which reduces his cost to 2 quintessence. Dalton's multiplied cost is 5. He rolls 3 successes, but 1 black die success on the difficulty reduces his successes to 2. He subtracts 2 from 5 and gets 3, which is his actual quintessence cost.*

# CHAPTER I

# EMPIRICAL

# THAUMATURGY



# CHAPTER I

## EMPIRICAL THAUMATURGY

*'Pay no heed to claims that science has replaced magic. There exists in Nature a force that is immeasurably more powerful than steam, the aether, and a single hermeticist, who is able to adapt and direct it, might thereby change thereby the face of the whole world!'*

– Dr Alphonse Constant, École de Magie, Paris, France

Sir Arthur Dee once remarked that “petty conjurations are gifts from the Old Gods; once-great beings laid low by the Great Flood. Their gifts were mere parlour tricks left over from what was once a potent well of magic, now lost to the world. Since then the cunning folk simply cook the same recipes over and over. Empirical thaumaturgists, on the other hand, seek to restore a modicum of the power that was lost to us. They reach into the aether to unlock the secrets of old and to strengthen the tattered bonds that remain connected to this world.” While academics have long quibbled over the relationship between the two forms of magic, there is no arguing with the former guildmaster’s sentiment; hermeticists believe themselves to be the true magicians of old, sorcerers that tap into the aether rather than squeeze its effects out of animals, plants and minerals.

This thirst for knowledge is echoed in alchemy as well. Once thought of as petty conjuration, alchemy has become established as an authentic branch of empirical

thaumaturgy as it attempts to perfect one’s being through the enhancement of vices and virtues. Unfortunately, the appeal of perfecting one’s perceived flaws has led to middle and upper class customers without the proper discipline to purchase alchemical physics from disreputable alchemists, which often leads to addiction and loss of self-control.

This chapter first grants an extended look at the workings of empirical thaumaturgy, correspondences, colleges, ceremonies and new hermetic operations. This is followed by a section on alchemy and the dangers of imbibing them.

### ~ THAUMATURGY ~

All spells are a process, a process that involves the manipulation of symbols in accordance with the laws of magic. In petty conjuration, this is an obvious and slow process. While empirical thaumaturgy may seem instantaneous, or nearly so, it is simply a greatly sped up process. This speed is largely thanks to the use of language as the primary symbol. In thaumaturgy, the ritual space is the caster’s mind and the elements are his thoughts and words. Thaumaturgy does not do away with the effort of spell-casting; however, it simply shunts that effort into the process of learning and preparation that are represented by a Thaumaturgical Degree.

### The 6th Cog, Temporarily

As explained in the *Victoriana Core Rulebook*, reaching the 6th cog of Entropy removes an adventurer from the player’s control. This, however, is only the fate of adventurers that have completely given themselves to Entropy. Those magicians that briefly touch it due to a talent or special rule in regards to magic are in danger of losing themselves, but aren’t necessarily lost.

Whenever an adventurer uses magic that is enhanced to the 6th cog, then she needs to make a separate Resolve + Concentration roll at a Difficulty equal to the spell or ability being used. If she gets 0 or 1 success, then she suffers the equivalent of a *Turbatio* effect as she tries to keep her mind intact. If she gets a Foul Failure, then she is lost to the 6th cog forever.

Note that the 6th cog is the ultimate expression of Entropy. No matter how many bonuses in Entropy (or Order) cogs one receives, the maximum effect is 6 cogs. You simply can’t have a ‘7 cog bonus.’

**NEW TALENT: MAGNA CUM LAUDE (5 points)**

You have excelled in a particular magical college. All your quintessence costs for hermetic operations from that college are reduced by one. All operations must cost at least one point.

**NEW TALENT: ZODIAC AFFINITY (5 points)**

You were born under a particular zodiac sign and have a special connection with it. You are always considered to be in correspondence with your zodiac sign no matter what the time of year. At the Gamesmaster's discretion, your modifiers may double when the zodiac corresponds with your zodiac affinity.

**NEW PRIVILEGE: QUINTESSENTIAL DOCTORATE (upper, 5 points)**

While a Doctor of Thaumaturgy is licensed to perform hermetic operations, only a Quintessential Doctor has the authority to oversee, shape and enforce Guild policies. You are one such individual who has met the qualifications (being of good breeding and holding a Thaumaturgical Degree). You are given the title of 'Grand Thaumaturge' and receive 3 Propriety reputation dice reflecting your position, and you have pull in police or government matters when magicians are involved.

## ~ THE PRINCIPLES OF MAGIC ~

By knowing the Principles of Magic, the hermeticist can think through a formula that allows for the manipulation of quintessence and thus allows spells to be cast. While there are many principles, the following are the most important ones.

### The Principle of Knowledge

Understanding brings control; the more that is known about a subject the easier it is to control. This is true for all magicians, but is especially true of the hermeticist. While a petty conjurer may do certain actions by instinct, the hermeticist has both research and application to back up her every gesture and thought. The Principle of Knowledge is embedded in magical skills. If a hermeticist knows the Thaumaturgy skill, then she can perform hermetic operations. The sub-principle of self-knowledge, knowing what one is capable of doing, is one's measure of quintessence points.

The Principle of Knowledge can enable a magician to use other knowledge to complement her magic. This works exactly like a complementary skill. If the hermeticist has a skill that is related to the experiment being cast, then she may add some or all of her skill ranks to her dice pool. The maximum amount of extra dice she can add is limited to 1/3 of her Thaumaturgy skill, rounded down (or her full complementary skill ranks, whichever is lower). Each die added to the roll costs an additional quintessence point.

*For example: Henrietta is casting Vigeas. She has a Resolve of 4 and a Thaumaturgy skill of 3, so she normally rolls 7 dice. As*

*it happens, she also has a Medicine skill of 3, so she can roll an extra die (1/3 of her Thaumaturgy skill) for a total of 8 dice when casting a Vigeas experiment, providing she pays an additional quintessence point, or 3 quintessence total.*

### The Principle of Association

The Principle of Association says that when things share two or more patterns these patterns can result in interaction. Hermetic professors tend to subdivide this principle into the sub-principles of similarity and contagion. Similarity simply says that things that are similar can be used to manipulate one another. Contagion describes how things in association with one another remain associated with one another over time based on the strength of the original association.

While the Principle of Association is more often associated with petty magic, hermeticists have taken it to an aetheric level. While generally the realm of the sigil scribe, astrology is used by some hermeticists to strengthen their spell-casting abilities. By concentrating on the aetheric patterns and connections among all objects in the universe, a hermeticist that associates her magic with astrological correspondences can influence the effectiveness of magic.

Zodiac correspondences diminish the influence of Order in some magical colleges, while weakening the influence of Entropy in others. So, for example, a hermeticist using an *Ignotis* operation on 7th April would have any Order successes against her reduced by 1, while if she attempted to use Alchemy she would have 3 less Entropy dice.

## Zodiac Correspondences

### SIGN

Aries (March 21 – Apr 19)  
 Taurus (April 20-May 20)  
 Gemini (May 21-June 21)  
 Cancer (June 22-July 22)  
 Leo (July 23-August 22)  
 Virgo (August 23-September 22)  
 Libra (September 23-October 23)  
 Scorpio (October 24-November)  
 Sagittarius (November 23-December 21)  
 Capricorn (December 22-January 19)  
 Aquarius (January 20- February 19)  
 Pisces (February 20 – March 20)

### CELESTIAL COG MODIFIER

-1 Order: Ignotis, Motus and Tempestas  
 -1 Entropy: Alchemy, Lux and Vox  
 -1 Order: Magnetism  
 -1 Entropy: Aether, Bios and Machinam  
 -1 Order: Aether, Bios and Machinam  
 -1 Entropy: Magnetism  
 -1 Order: Alchemy, Lux and Vox  
 -1 Entropy: Ignotis, Motus and Tempestas  
 -1 Order: Ignotis, Motus and Tempestas  
 -1 Entropy: Alchemy, Lux and Vox  
 -1 Order: Magnetism  
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 -1 Order: Alchemy, Lux and Vox  
 -1 Entropy: Ignotis, Motus and Tempestas

Planetary associations with particular days can also influence the power of particular colleges. An operation performed on the day corresponding to its college has its difficulty decreased by 1. Note that the Aether college is not listed; aetheric operations are always performed at their usual difficulty.

PLANET	COLLEGE	PLANET	COLLEGE
Sun (Sunday)	Lux	Mercury (Wednesday)	Motus
Moon (Monday)	Machinam	Jupiter (Thursday)	Bios
Mars (Tuesday)	Ignotis	Venus (Friday)	Tempestas
		Saturn (Saturday)	Vox

## ~TELLURIC CURRENTS~

While the ineffable stuff known as the aether is everywhere in the world, it flows and pools in certain areas. The flows of magical energy are called telluric lines while the pools are called telluric nodes. Telluric energy derives from the movement of the natural forces in the earth (or “tellus”) and their interaction. While they are related to other forces such as electricity and gravity, they are distinct in their operations.

It is thought that ancient civilisations tapped into these energies to fuel their fading magics. Temples were built atop

telluric nodes and communities were formed around the temples. Roads connecting these communities were often built atop Telluric lines. With the advent of the industrial revolution, however, many of these telluric nodes have been choked by the belching smokestacks of industry and the telluric lines tempered by the laying of railway tracks. Still, the telluric currents offer power to those that know how to tap into them.

### Finding the Currents

To sense telluric conditions a magician must simply make a Difficult (3) Wits + Magical Skill roll; if the magician is



using a Magnetic skill then the roll is Average (0) given their sensitivity to magic. The difficulty may be reduced by one if the magician is looking for a current in an area that would normally mark a current, such as a railroad track or old paynim temple site.

A success means that she is aware of the ambient telluric energy level and the direction of the nearest line. If actually within 30 yards of a line it will also tell her the direction the line is flowing, which is always to the nearest node, and its power level. Devices can aid this roll.

The most primitive device used to detect telluric currents is a dowsing rod. Traditionally this rod is a 'Y' shape stick of hazel or willow (although fruit tree wood works as well, and peach tree wood is favoured in the southern United States). The dowser holds the two prongs and allows the lower portion to point as it will. A pair of 'L' shaped metal wires can also be used, held loosely to allow the ends to swing freely.

Less often a crystal plum line can be used. Since telluric currents are often associated with water, these methods have been used to find water for centuries. Using any of these dowsing techniques (using more than one does not stack) grants an extra die to the skill roll.

In the Far East, researchers find telluric currents using specially constructed astrolabes along with magnetic compasses. Modern seekers of telluric currents use modified theodolites to find telluric lines and nodes. Using either of these techniques grant a +2 bonus to the skill roll (again, no stacking).

## Random Currents

While it's certainly within the purview of a Gamesmaster to determine what lines or nodes are in the area, there may certainly be times when she'd prefer a random method. In this case, the Gamesmaster may roll 6 dice (they do explode) twice and compare successes to the following chart, first for the closest line and second for the closest node. It takes  $ID - 1$  rounds to get to the nearest node.

Powerful lines and nodes aren't listed because placing one should be born of careful consideration rather than a random roll!

SUCCESSSES	LINE	NODE
0	No lines	One below line (if Mild, then none in area)
3	Mild line	Same as line
6	Medium line	Medium node

**FOR EXAMPLE:** *Lady Penelope is looking for a telluric current. The Gamesmaster rolls 6 dice, getting 3 successes, a mild line. On her second roll, she gets an extraordinary 6 successes, meaning that there is a medium node in the area. Lady Penelope is a clairvoyant with Entropy 1, so she rolls 9 dice. Unsurprisingly, she gets 4 successes and finds the mild line. The Gamesmaster makes a die roll and gets a 4, so it would take Lady Penelope 2 rounds to get to the medium node and tap its quintessence.*

## Flow and Size

Telluric currents are always changing. In many cases, these changes are small. A line may not move more than a few yards in decades nor grow or diminish in power. Similarly a node is unlikely to drift very far. However, over time they do change. Nodes split, and what was once a large node may break into small ones. Generally, telluric currents flow along natural waterways on land and in currents in larger bodies of water. They seem to have an unconscious effect of sapient beings, leading to the construction of roads along lines and cities, and standing stones and temples at nodes. Telluric currents can also be shaped by the activities of sapients; channelling or disaster sites where large numbers were killed tend to draw telluric currents and create nodes as well.

While it is believed that the ancients were capable of constructions that shaped the flow of telluric energy, no such methods are known today. At best one may build a temple or other site and have a node form or strengthen in a century or so, or build a canal to help redirect the flow of a line, although doing so tends to depower it. While it would be unthinkable to slaughter a huge number of people just to create a node, some may be tempted to do so by the Pale. Similarly it is unlikely that one would or could destroy a large ancient city just to disrupt a node, but in war anything is possible.

It should also be noted that size is meaningless. While it is true that more-powerful telluric lines are wide, they need not be more than a yard across. Nodes likewise do not have a correlation between size and power. Evidence suggests that the inverse may in fact be true, with tiny nodes collecting the most power.

## Using the Currents

Trained hermeticists can use telluric energy to boost their own quintessence when performing operations. Outside of lines or nodes the ambient telluric energies have little impact on magical operations. Lines and nodes, however can greatly boost spell-casting power. While it varies based on the energy of the line or node, the caster can use the telluric currents to pay some or all of the quintessence cost of operations. Even a weak line, which gives no power, can be useful as it points to a nearby node. The more powerful the line or node the rarer it is. In civilised lands lines stronger than medium almost never appear, perhaps due to generations of sapient use; nor do nodes form that are strong or very strong.

Lines and nodes are extremely sensitive and can only support one magician at a time, so only the magician with

the highest Initiative can tap a telluric current in any given round.

LINES	BONUS QUINTESSENCE
Mild	0
Medium	1
Strong	2
Very Strong	3
NODES	BONUS QUINTESSENCE
Medium	2
Strong	4
Very Strong	8

## ~ CEREMONIAL MAGIC ~

It is a sad but simple fact that no single magician today can match the sheer power and scope of the ancients, as the Celestial Engine has been ever more tilting towards Order. From the time of the Great Cataclysm forward, magicians have attempted to approach the lowest accomplishments of their forebears by combining their quintessence to fuel greater operations. It is because of this that hermeticists are often called 'ceremonial magicians' and the magic they create together as 'ceremonial magic,' 'high magic,' or even 'circle magic.'

Ceremonies are made up of one or more hermeticists who work together to achieve a result that each could not achieve alone. This often involves creating a sacred space that incorporates a hermetic circle that uses the Law of Association to combine the efforts of several hermeticists and focus the energies into the Primus, or lead hermeticist. Preparing a space could take as little as a few minutes or several hours depending on the size of the ceremony and prior preparation. Every Guild house has at least one room dedicated to ceremonial magic; the London Guild House has thirteen.

Ceremonial magic is a long and draining process. A ceremonial operation requires 10 minutes of preparation per quintessence point cost; a dedicated location halves this time. Each participant spends 1 quintessence point to 'join' the circle; this does not count as part of the quintessence cost of the ceremonial operation. Some petty conjurers have noted that this makes ceremonial magic akin to enchantment, although this is scoffed at in hermetic circles. Once the preparation is complete, it takes the Primus 1



action to cast +1 action for every other participant in the ceremony. All participants must know the spell being cast.

Each participant must pay the full quintessence cost of the ceremony. All participants except for the Primus roll their Resolve + Thaumaturgy skill with a number of black dice equal to the number of participants except for the Primus. All successes are added to the Primus' Resolve + Thaumaturgy dice pool, while all Foul Failures add an equal number of black dice to the final roll.

Prior to rolling, each participant should be assigned to an action order; this enables opponents to disrupt the ceremony by attacking a participant that hasn't contributed yet and prevent her successes from being added to the Primus' pool.

*Example:* Lord Malevolent is leading three magicians, Robert, Wanda and Cassandra, in a ceremony. He assigns an action order as Cassandra, Robert, and Wanda. In the first round, Cassandra rolls 2 successes and this is added to Lord Malevolent's dice pool.

*In the second round, Sir William Maisey appears in the balcony and attempts to disrupt the ritual. Sir William acts before Robert and shoots him, preventing him from adding anything to Lord Malevolent's dice pool. Lord Malevolent hopes that Cassandra goes before Sir William in the next round, although Sir William has decided to aim for the Primus instead...*

Once the Primus has gathered all of the successes and added them to his dice pool, he makes the final roll against the operation's difficulty. If he succeeds, then the spell is cast. If he fails, then he may try again, but doing so is a costly proposition.

Note that once a ceremony space is prepared, the circle of magicians may cast a ceremonial operation multiple times without needing to prepare the circle again, so long as they can continue to pay the quintessence costs. Once the magicians leave the circle, they must prepare the space again.

## Overcasting

In eras past, hermeticists were far more powerful than they are now: the oldest Eldren hermeticists have seen this change in their lifetimes. Some hermeticists attempt to recapture some of the power of old by pushing their operations with extra quintessence. While more ambitious attempts usually fail, it is possible to boost an operation's power, albeit at great cost.

Any operation with a tangible, quantifiable effect (such as armour value, damage pips or dice pool increases) can be overcast to increase those effects. Each additional quintessence point put into the spell adds another push value to the operation. To determine the push value, divide the effect by twice the number of quintessence points needed to cast the operation (round down). This is the push value. If the push value is a fraction, then the magician needs to add a number of quintessence points to bring the value to the next whole number in order for the push to have any effect.

*For example:* Lord Harcourt wishes to overcast Aer Telum. This operation has a quintessence cost of 2 and does 8 pips of damage. Lord Harcourt divides 8 by 4 (twice the quintessence cost) and gets a push value of 2. Each extra quintessence point he puts into the operation adds another 2 damage pips.

## On Ceremony, or Lack Thereof

The main differences between normal hermetic operations and ceremonial operations are the quintessence needed and spell difficulties. Why then are there two different sets of rules for casting them? The answer is quite simple: there aren't. We've simply chosen to label certain operations as 'ceremonial' because their costs usually mean that they'll be performed as ceremonies. Many 'overcasting' operations drift into ceremonial territory.

Any sufficiently powerful hermeticist can attempt to cast a ceremonial operation as a normal hermetic one; there just aren't that many hermeticists around who can without failing regularly and often. Conversely, any two hermeticists can get together and cast a hermetic operation as a ceremonial one; it's just not usually convenient. An opponent isn't going to stand and wait 10 minutes while two hermeticists try to increase the chance of successfully casting an *Aer Telum*. Even operations where time is less of a factor, such as *Vigeas*, the efforts of two hermeticists acting in concert often don't produce better results than each performing the operation herself.

**Example the second:** Lord Harcourt wishes to overcast Chalby's Corium. This operation has a quintessence cost of 3 and adds an AV of 6 to the caster. Lord Harcourt divides 6 by 3 (twice the quintessence cost) and gets a 1 push value. Each extra quintessence point he puts into the operation adds another 1 AV.

**Example the third:** Lord Harcourt wishes to overcast Decoro. This operation has a quintessence cost of 2 and adds 2 Presence to the caster. Lord Harcourt divides 2 by 1 (twice the quintessence cost) and gets a 1 push value. Each extra

quintessence point he puts into the operation only adds 0.5 Presence to the operation, so for a push to be effective he'll need to spend an extra 2 quintessence to add 1 to the Presence bonus.

Fuelling an operation with extra quintessence is a difficult process; each extra point of quintessence adds 2 black dice to the difficulty. Furthermore, if the hermeticist fails an overcasting roll, any black dice remaining are converted to lethal Health pip damage, as the extra quintessence scorches her blood. A hermeticist is limited to a total of

## The Universal Machine

Yehudi scholars long ago attempted to describe the universe in terms of ordered realms, this they referred to as the Olamiy M'khonah, or 'Universal Machine.' The Universal Machine is driven by the Celestial Engine and is divided into ten sephiroth, or spheres. While in some ways these are seen as actual realms or states of being, Yehudi sorcerers assigned them to certain types of spells and this practice has been adopted by the Guild; each sephiroth is assigned to a college of magic and the aether drawn upon by the spells of a particular college are believed to be fuelled by its sephiroth.

Kether (Aether) is the Great Unknowable and the Source of All. It is the home of all archons, although few are believed to spend much time there. It is from this sephiroth that the aether emanates, travelling down the Universal Machine until it reaches Malkuth.

Chokmah (Motus) is the sephiroth of Order. Once the home of all Levantine angels, it is increasingly thought of as the domain of the Ophanim and home to the 'Perfect Model' (Guild scholars aren't sure what that is except that the Ophanim reference it as their goal to transform Malkuth in its image – 'as above, so below').

Binah (Vox) is the sephiroth of Entropy. While Kether is the source of all magic, Binah filters it down to Malkuth. Binah is the home of the Old Gods, who guide and offer magical gifts to their dwindling followers. It is said that those mortals that ascend to archon-hood do so in Binah.

Chesed (Lux) is the sephiroth that all must pass through to get to the higher realms. It is the place of judgment and mercy. As Chokmah becomes ever more the domain of the Ophanim, the Karabim increasingly call Chesed home. From here they attempt to guide mortals to live by the virtues.

Geburah (Ignotis) is the darkest of the sephiroths; it is the Pale. It is the sephiroth of anger, hate, and destructive rage. It is also the realm of the dead, the damned souls that were rejected by Chesed.

Tiphareth (Bios) is the sephiroth of life in all of its stages, a celestial harmony. The forces of healing and decay are balanced here and it is believed that the Sun is a gateway to Tiphareth.

Netzach (Tempestat) is the sephiroth of nature. It is the realm of passion and instinct, where one indulges her baser nature. It is also, unsurprisingly, the realm of sin, where demons tempt the corruptible to join them in Geburah.

Hod (Alchemy) is the sephiroth of science. All of the elements can be found here and woven into new forms. It is the realm that alchemists and artificers tap when they need to bend or break natural laws. It is also the sephiroth through which most petty magic gains power, although the Guild doesn't (officially) acknowledge it – to the Guild all such 'tricks' must come from Geburah.

Yesod (Machinam) is where the power of all sephiroths touch and affect the aether. It is the machinery that the archons put in place to run the universe. As such, it is the realm that scientists and engineers most often tap as well as the place where quintessence is measured and applied.

Malkuth (Magnetism) is the material universe. It is the sum of all sephiroths, the ultimate creation. It is also the realm of the magnetist; magnetism enables mortals to tap into the powers of the other sephiroths.

extra quintessence equal to her Resolve when overcasting an operation.

*For example: Lord Harcourt has a Resolve of 3. The most quintessence he can add to Aer Telum is 3, which grant 6 extra dice damage, or 14 dice total. While that sounds impressive, he also has 9 black dice (the original 3, plus 6 for the extra quintessence) to overcome in order to successfully overcast the operation.*

Overcasting may be used in ceremonies, but the Primus' Resolve is used as the overcasting limit, regardless of the number of participants.

## ~ HERMETIC COLLEGES ~

One will note that all fields of study in the modern world share something in common, the desire for rigid classifications. This is also true in the study of Empirical Thaumaturgy. Here, however, scholars run into a problem. Their field of study is shrinking, at least in terms of modern application. Far more operations once existed than are now known. While the ancients were capable of wonders, even post-Cataclysm history alludes to operations that the Egyptians, Greeks and Romans were capable of that simply can no longer be performed. Thus ancient systems of classification fail the modern scholar.

In their place, the Guild has attempted to organise operations based on effects. This classification is somewhat arbitrary and still in debate in the halls of academia. Clearly some operations barely fit into the category they are given, while others could easily fit into multiple ones. As a practical matter, once a spell is identified with a category it tends to be defined by it. The academic, originally intended to describe the real world, now defines the world and the use of magic.

Thus we have the colleges. Colleges are groups of related operations. They typically are studied together, and some even specialise in one or two to the detriment of their proficiency with others. Several of the colleges are associated with Guild schools or with Hermetic organisations.

### Aether

The Aether college is the most universally studied set of operations. Almost every hermeticist knows a few of these as offensive or defensive operations. Some associate this school with ancient Roman war colleges where combat mages were trained, and thus call it the Viam Martis. The

most famous of these war colleges, the Magnum Ludum Veneficus Bellum (or MLVB), still exists and is run by the Guild, naturally, outside of Rome.

The operations associated with the Aether college include *Aer Clava*, *Aer Flamma*, *Aer Sinus*, *Aer Telum* and *Chalybs Corium*. In addition, the Aether college also includes the following operations:

#### Aer Aduro ⌚⌚⌚⌚ ⌚⌚⌚ Aetheric Cannon (Ceremonial)

Cost: 7

Difficulty: 18

Range: Sight

Duration: Instant

During the pre-Cataclysmic era it was said that powerful aetheric weapons ruled the battlefields. Today it generally takes a circle of magicians to muster even a fraction of that power. The blast from an aetheric cannon does 20 damage dice within a 20 yard radius (as aetheric energy it does not explode beyond that). This spell may only be resisted if a target could conceivably get out of range within a single round.

#### Aer Fustis ⌚⌚⌚⌚⌚ ⌚⌚⌚ Aetheric Stick

Cost: 2

Difficulty: 3

Range: Touch

Duration: Rounds

This operation creates a four foot long staff of green energy that emanates from the hermeticist's hand. It may be wielded like a staff or club, using Dexterity + Blunt Weapons to hit opponents. The staff does 6 dice of bruise damage, but upon hitting an opponent or being hit herself, the hermeticist must make a Resolve + Concentration roll at the appropriate difficulty or the spell ends immediately. Aetheric sticks may only be parried by other aetheric blades, aetheric sticks or similar magic, but they may be dodged normally.

#### Aer Gladius ⌚⌚⌚⌚⌚⌚ ⌚⌚⌚ Aetheric Blade

Cost: 2

Difficulty: 3

Range: Touch

Duration: Rounds

This operation creates a four foot long blade of green energy that emanates from the hermeticist's hand. It may be wielded like a sword cane or similar weapon, using Dexterity + Swordplay to hit opponents. The blade does 6 dice of lethal damage, but upon hitting an opponent or



the Primus' Resolve. This does not affect sapients or other intelligent beings.

### Vita Subduco      𐌚𐌛𐌰𐌶𐌰𐌿𐌸 𐌱𐌰𐌲𐌰

#### Life Leech

Cost: 3

Difficulty: 3

Range: Self

Duration: Rounds

This operation grants the hermeticist the Life Drain ability. The hermeticist adds half the damage (round down) dealt by unarmed attacks (usually Fisticuffs) to refresh her lost Health pips. This operation is especially popular with Beastfolk hermeticists, as they can use it in conjunction with any natural attacks they may have. Of course, this feeds into the prevalent Guild prejudice regarding Beastfolk members.

## Chirurgy

Just as artificers hold on to their old title to distinguish themselves from non-magician technologists, chirurgeons maintain their title to distinguish themselves from modern surgeons. Originally an old term for 'surgery,' within the Guild 'chirurgy' has come to mean any hermeticists that combine magic with scientific medicine in order to heal.

## Ignotis

Interactions with spirits have long been the purview of magic. However, in modern times hermeticism has moved away from direct dealing with spiritual entities, considering such things to be far too primitive for their lofty goals. This has not, however, dissuaded them from the study of the stuff of spirits, namely ectoplasm. The Ignotis, or 'Unknown', College deals with the manipulation of that mysterious stuff, as yet not fully analysed. Due in part to the popularity of the spiritualist movement in New York, the most prominent Guild approved centre for study of Ignotis is at the Manhattan School for the Mystic Arts.

Operations associated with the Ignotis college include *Phasmatis Manus* and *Phasmatis Vinculum*. In addition, the Ignotis college also includes the following operations:

### Phasma

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#### Apparition

Cost: 2

Difficulty: 0

Range: 20 yards

Duration: Rounds

This operation enables the hermeticist to create a moving, ghostly image. While obviously ghost-like (and easily spotted as a spell effect with *Visus Praetor* or similar ability), the image can distract or frighten a target. If the target fails a resistance roll then she believes in the apparition for a number of rounds equal to the successes she failed by – the exact effect of her belief is left up to the Gamesmaster.

Ghostly images are often dependent upon the skill of the magician for their appearance. Most magicians stick with a basic shape (usually roughly humanoid), although a magician with artistic ability can create a more realistic image – at the Gamesmaster's discretion the magician can add her appropriate Art dice as a complementary skill.

### Phasma Equus

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#### Phantom Mount

Cost: 2

Difficulty: 3

Range: Self

Duration: See below

The hermeticist may create an ectoplasmic steed that acts in all ways like a regular animal of its type. Horses are the most common, although more exotic choices like dolphins or wyverns are not unknown. When cast at night, the phantom mount lasts for hours; if cast in daylight the spell lasts for rounds (should the spell be cast near dawn then the remaining hours become rounds; this unfortunately does not work in reverse).

There are three big drawbacks to phantom mounts. First, while ectoplasmic they are solid and have Health equal to twice the number of successes on the casting roll (they do not have AV). Second, as an ectoplasmic construct held together by the magician's will they perform only their main function; phantom mounts do not attack or defend themselves. Finally, a phantom mount only lasts as long as the magician is concentrating. Anything that disturbs a magician (i.e. calls for a Resolve + Concentration roll) could prematurely end the spell. While this may only inflict a few bumps and bruises if the mount is a horse, it could be fatal if the magician loses control of a phantom wyvern!













caught within the thunderstorm gets a 3 black dice penalty on all combat, movement, and perception rolls due to the heavy rains obscuring vision and manoeuvres on slick or muddy surfaces. In addition, the Primus can direct a lightning bolt from the sky once per round, doing 8 dice of damage that bypasses any normal armour.

### Typhon Cyclone

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Cost: 3

Difficulty: 3

Range: 20 yards

Duration: Rounds

This operation creates a small twister of air that raises havoc in an immediate location, blowing around loose papers, kicking up loose sand, or making it difficult to see or move. The chaotic nature of the *Cyclone* is such that the hermeticist can't control it once created and indeed the caster and her allies are just as affected by the twister as anyone else. This is generally a tool for magicians looking to buy a little time.



When this operation is cast, the twister appears as a 10 foot high and 10 foot wide column, although it affects anything

within 20 yards of it. Anyone within that range takes an additional 6 black dice on any action as the whipping winds and loose materials temporarily obscure targets and make moving difficult.

The twister moves about 5 feet per round in a random direction. Roll two dice and consult the following table:

### Cyclone Direction

Roll two dice. The first dice roll indicates which column is used. The second dice roll indicates the actual direction the twister moves. 'Same Spot' indicates that the twister doesn't move.

Second Roll	First Roll	
	1-3 Direction	4-6 Direction
1	North	South
2	North-east	South-west
3	East	West
4	South-east	North-west
5-6	Same spot	Same spot

### Vox

The single most ubiquitous magic available to any sapient creature is the gift of language. Language provides the structure for all spell casting, and indeed much of its vocabulary. Students of the College of Vox are interested in how magic affects communication, knowledge and thought. It is an expansive field of study, and an ancient one. Since Medieval times the University of Paris, the Sorbonne, has been the premier place for the study of the interaction of language and magic.

Operations associated with the Vox college include *Eminus Loqui*, *Lingua*, *Philologi Tutelage* and *Turbatio*.

In addition, the Vox college also includes the following operations:

### Babel

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Cost: 1

Difficulty: 1

Range: 20 yards

Duration: Minutes

This operation causes the effected target's language abilities to be scrambled. He can neither speak, read nor write intelligently. Instead he produces only gibberish.

**Bellator Oculi**

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**Warrior's Eye**

Cost: 3

Difficulty: 3

Range: Touch

Duration: Rounds

When performing this operation, the caster chooses one type of weapon skill. The target of the operation gains an additional 3 dice when making attacks with that skill for the duration of the operation.

**Delebilis**

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**Blotted Out (Ceremonial)**

Cost: 6

Difficulty: 12

Range: Touch

Duration: Hours

A favourite amongst assassins, this operation causes everyone to forget that they've seen or interacted with the target as soon as she leaves their sight, even the casters.

**Lingua Iacto**

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**Ventriloquism**

Cost: 2

Difficulty: 0

Range: Sight

Duration: Minutes

This operation 'throws' the hermeticist's voice so it sounds like it is coming from a different location; the hermeticist's own mouth does not move. This operation has many uses, from entertaining audiences with a puppet that seems to speak, to offering an acquaintance across the room a whispered message, to distracting a guard with a call from around the corner. This operation does not allow the hermeticist to otherwise communicate with someone as if standing next to her, although two hermeticists with this operation in effect could carry on a whispered conversation while standing at opposite ends of a packed ballroom.

**~ ALCHEMY ~**

*"Seeing within myself an immaterial vision that came from the mercy of the Divine, I went out of myself into an immortal body, and now I am not what I was before. I have been born in mind!"*

– From the Corpus Hermetica, XIII.

Alchemy is an oft misunderstood magical discipline that has been practiced for millennia. Many outside the halls of magical academia believe it to simply be another form

of petty conjuring, one focused on turning non-precious metals into precious metals, specifically lead into gold. Still others confuse alchemy with engineering, believing the alchemist to be a builder of bombs or potent gases, magically transforming inert ingredients much in the same way as petty conjuring. Still others see alchemy as no more than science, a charlatan mixing ingredients until something useful or, more commonly, dangerous is concocted. While there is a grain of truth in these myths it lies in metaphor; specifically a metaphor for the human body. The natural self is lead, a base element, while the ideal self is seen as gold, pure and perfect. The alchemist mixes quintessential ingredients into a physic that, when imbibed, transforms the quintessence matrix of the imbiber to better emulate a particular sin or virtue. Because of alchemy's scientific approach to magic, the Consortium of Hermetic Guilds classifies alchemy as a legitimate magical discipline for hermetic study. As a result, many hermeticists know how to brew at least one or two physics and every thaumaturgical school has a few teachers and students that practice alchemy exclusively. Alchemy is also found amongst petty conjurers who simply consider physics to be enchantments.

**NEW PRIVILEGE: APOTHECARIST (ANY, 3)**

While the Guild would like alchemists to keep their physics to themselves, there are simply too many aristocrats willing to pay exorbitant sums for physics. Additionally, the disciplines of alchemy and petty conjuring are closely related enough that many cunning folk sell physics in addition to enchantments. As the Guild would like to keep an eye on both, they regulate alchemy as best they can. This licence gives the alchemist the right to sell physics of virtue.

**NEW MAGICAL SKILL: ALCHEMY (RESOLVE)**

An alchemist uses a fundamental understanding of the elements of the universe and the sapient soul to change the way the body works, granting seemingly magical abilities by strengthening the presence of virtues and vices. By its very nature alchemy is as much an academic pursuit as it is an arcane art. An alchemist may substitute his understanding of Alchemy for either Medicine or Science (Chemistry) rolls, but at a 3 black dice penalty.

**NEW COMPLICATION: ALCHEMICAL ADDICTION\***

The prevailing thought that physics are only addictive to non-alchemists is not an accurate one. There are some sapients that can become addicted regardless of whether they are alchemically trained and you are unfortunately one of them.

## Working Alchemy

Alchemists need to have the Laboratory (Alchemical) asset in order to concoct physics. Much of alchemy is enhancing or suppressing and otherwise manipulating the natural energies of the body that manifest in behaviour as virtues and vices. The alchemist creates physics that heighten these, causing both emotional and mental and physical changes. These physics are divided into increasing levels of potency typically labelled Knight, Duke and King (French alchemists prefer Citizen, Gentleman and President, a practice adopted by American alchemists as well).

Physics cost no quintessence to make, but do require an Alchemy skill check. The Difficulty of these is equal to the quintessence needed to activate. Failure to create a more powerful physic may result in a less efficacious one so long as the number of successes is equal to or greater than a lesser physic. Each requires a number of hours equal to its activation cost to prepare, although the alchemist need not spend more than half of that time actually tending the process.

Knight physics cost 2 quintessence points to activate, Duke physics cost 4 quintessence points to activate and King physics cost 6 quintessence points to activate. Only one physic can be active in an alchemist at any given time, given this most alchemist never have more than twice their resolve in physics on their person at any given time. Duration of efficacy is based on the Alchemist's Resolve +1

Some alchemical works refer to other categories of physic, such as Baron, Queen and Emperor. None of these are widely known at this time.

## Acquiring Physics

Alchemy is closely related to both empirical thaumaturgy and petty conjuring; it may even be the bridge between the two. As such, anyone with the Conjurer or Thaumaturgist talent can brew physics providing she takes the Alchemy skill.

At adventurer creation a physic costs 6 BP; learning the physic enables the adventurer to brew all three levels of potency. After adventurer creation an adventurer may learn a new physic in the same manner as learning a new spell. The Guild charges £90 per physic, leading less-wealthy hermeticists to sneak into the back rooms of rookery apothecaries in the hope of learning physics at a greatly reduced rate.

## Physics of Vice

*"Whatever is the lot of sapiency,  
I want to taste within my deepest self,  
I want to seize the highest and the lowest,  
to load its woe and bliss upon my breast,  
and thus expand my single self titanically  
and in the end go down with all the rest."*

– Johann Wolfgang von Goethe, *Faust*: First Part

### Despair

Despair is the abandonment of hope and the acceptance of failure and disappointment. Despair is about the protection of the inner self at the expensive all else. Physics of Despair are founded of lead and sulphuric acid.

*Knight Physic of Despair:* The alchemist gains a +4 bonus to Resolve, but a -2 penalty to Fortitude (rounds).

*Duke Physic of Despair:* The alchemist gains a +4 bonus to Resolve, but a -2 penalty to Fortitude (minutes).

*King Physic of Despair:* The alchemist is immune to all magical attempts to influence her behaviour, but is surrounded by the smell of the chemical reaction for the duration (hours).

### Envy

Envy is the specific excessive desire for what someone else has. Physics of Envy help one steal from another. They require a mixture of pewter and vinegar as a base.

*Knight Physic of Envy:* The alchemist gains a +6 bonus to Pick Pocket and Pick Locks attempts (rounds).

*Duke Physic of Envy:* The alchemist gains the benefit of the demonology invocation *Aer Amiculum* (minutes).

*King Physic of Envy:* The alchemist takes on the appearance of her target. During this time she is utterly believable as that person. However, when the duration is over it takes an equal amount of time for her to return to her normal appearance, during which time her features are a melting and changing puddle horrific to behold (hours).

### Gluttony

Gluttony is the consumption of anything to the point of waste. Physics of Gluttony enable the alchemist to consume whatever they wish, for a price, and are formulated through a mixture of brass and salt.

*Knight Physic of Gluttony:* The alchemist gains a +2 bonus to all Fortitude rolls (rounds).

*Duke Physic of Gluttony:* The alchemist gains immunity to any ingested poison or disease. During this time the Alchemist is compelled to eat garbage and drink dirty water (hours).

*King Physic of Gluttony:* The alchemist gains the Life Drain ability. During this time, however, he may only eat sapient flesh or become sickened as if having contracted Dysentery (hours).

### Greed

Greed is the excessive desire for material goods. Physics of Greed enable the Alchemist to increase his wealth by various means. They are formulated around tin and iron oxide.

*Knight Physic of Greed:* The alchemist can sense concentrations of wealth within 60 yards (hours).

*Duke Physic of Greed:* The alchemist gains a +4 bonus to Haggling and Gambling (minutes).

*King Physic of Greed:* The alchemist can seemingly transform base metals into gold; however, this is an illusory effect, resisted by Resolve. Transformed metals return to their natural state after a number of hours equal to the alchemist's Resolve (minutes).

### Lust

Lust is intense desire, often associated with sexual desire but it can be any excessive desire. Physics of Lust help the alchemist with personal conquest, and are formulated through reactions of gold and salt.

*Knight Physic of Lust:* The alchemist gains a +2 bonus to Presence against members of the desired sex, but an equal

penalty when dealing with members of the other (minutes).  
*Duke Physic of Lust:* The alchemist gains the benefit of the necromantic operation Dominor (hours).

*King Physic of Lust:* The alchemist gains a +4 bonus to all skills related to Presence, but suffers a -2 penalty to all skills related to Wits as his faculties become obsessed with his desires (hours).

### Pride

Pride is an excessive sense of self-worth. Since nothing is more valuable than one's self, the physics associated with this vice help protect the self. Physics of Pride begin with a distillate of mercury. To use any Physic of Pride, the imbiber must be naked in the Victorian sense for the duration of the physic.

'Naked in the Victorian sense' simply means that the imbiber must leave little to the imagination in terms of showing curvatures of the body and exposed flesh – a gentleman need not strip naked, but tossing aside his jacket and fully unbuttoning or even discarding his shirt would be enough.

*Knight Physic of Pride:* The alchemist gains a +4 to his Initiative, but must use her next turn in combat to get to safety (rounds).

*Duke Physic of Pride:* The alchemist gains an armour value of 8 (minutes).

## Selling Physics

The Alchemist prepares her body for these physics as part of her training, and classically only intends to use them herself. However, in the modern age a business has developed, catering to the wealthy, of bespoke versions that can be consumed by non-alchemists.

In order for a non-alchemist, an imbiber, to receive the benefits of a physic she must:

1. Provide several fluid ounces of blood to the alchemist prior to her preparation of the physic; the stronger the physic the more is required.
2. Succeed in a Fortitude roll. If she fails her roll the physic works in reverse, applying penalties instead of bonuses for twice the physic's usual duration. Any other negative effects still apply.

Regardless of success or failure, when the physic wears off, she must succeed in a second Fortitude roll. Failure

indicates addiction. Each time she consumes a physic from the same family (Wrath, Lust, etc.) she adds one black die to her pool (black dice from multiple failures are cumulative). If the first Fortitude roll results in a Foul Failure, then rather suffering the usual penalty the imbiber is utterly consumed by the vice or virtue for twice the duration in hours.

During this period the imbiber's actions are controlled by the Gamesmaster and, when the duration ends, the imbiber will have no recollection of the time spent while consumed.

The Gamesmaster is free to interpret indulgences as appropriate. An imbiber consumed by gluttony may try to eat everything in her kitchen (while 'purging' to make room as she goes), while an imbiber consumed by charity may give away all of her property or acquire a 'Robin Hood' complex and rob upper class homes to give the loot to the poor.

*King Physic of Pride:* The alchemist gains immunity from all melee and ranged weapons, but takes double damage (double the damage dice only, not extra successes from the skill roll) from magical attacks (rounds).

### Sloth

Sloth is the failure to use one's talents and gifts for any constructive purpose. Physics of Sloth always begin with lead. Physics of Sloth keep one from being moved.

*Knight Physic of Sloth:* The alchemist gains a +4 bonus to Fortitude. During this time he moves at half speed (rounds).

*Duke Physic of Sloth:* The alchemist gains protection from possession or mental coercion. During this time, however, his thoughts are dull and he takes a -2 penalty to both Presence and Wits (minutes).

*King Physic of Sloth:* The alchemist gains absolute immunity from harm, but loses the ability to move or speak (rounds).

### Wrath

Wrath is inordinate and uncontrollable feelings of hatred and anger. Wrath physics help the alchemist act on that hatred and anger. They are based on combinations of iron and salt.

*Knight Physic of Wrath:* The alchemist gains a +4 bonus to one weapon skill of her choice. During this time she acts as if an 'angry drunk' (minutes)

*Duke Physic of Wrath:* This physic grants the Alchemist a +2 to Strength and Dexterity, but makes her irrational, giving a -2 to Wits (minutes).

*King Physic of Wrath:* Imbibing this physic cause the Alchemist to become a paragon of battle. The Alchemist gains 3 applications of the Huge quality (See the creature qualities in the *Victoriana Core Rulebook*). However, she is consumed with rage and attacks everyone and everything in sight (rounds).

## Physics of Virtue

1. *Light Supreme, who art the Divine in Nature and dwellest in its innermost parts as in Heaven, hallowed be thy qualities and laws!*

2. *Wherever thou art, all is brought to perfection; may the realm of thy Knowledge become subject unto thee.*

3. *May our will in all our work be only thee, self-moving Power of Light! And as in the whole of Nature thou accomplishest all things, so accomplish all things in our work also.*

4. *Give us of the Dew of Heaven, and the Fat of the Earth, the Fruits of Entropy and Order from the Universal Machine.*

5. *And forgive us all errors which we have committed in our work without knowledge of thee, as we seek to turn from their errors those who have offended our precepts. And leave us not to our own darkness and our own science, but deliver us from all evil through the perfection of thy Work, Amen.*

– Karl von Eckartshausen, 'A Prayer for Alchemists'

It has been noted that the Physics of Virtue do not seem to be as puissant as some of the Physics of Vice. This is true. However, neither do they have as many negative consequences.

### Charity

Charity is the opposite of greed. It is the willingness to give of oneself for the sake of others. Physics of Charity are formulated with tin. Physics of Charity allow the alchemist to help others and an alchemist cannot use their benefits on himself.

*Knight Physic of Charity:* The alchemist can use the Heal operation, using the Alchemy skill to make the test (rounds).

*Duke Physic of Charity:* The alchemist can use the Cure operation, using the Alchemy skill to make the test (rounds).

*King Physic of Charity:* The alchemist gains the ability to automatically restore a single touched person to complete health provided the individual is still living (instant).

### Chastity

Chastity is the opposite of lust. It is about right relationships with oneself and others. Physics of Chastity, all of which start with sulphuric acid, reward inner strength with outward strength.

Each Physic of Chastity enables the alchemist to use a mental attribute in place of a physical one. Presence may be swapped for Strength, Wits may be swapped for Dexterity, or Resolve may be swapped for Fortitude. Any secondary attributes are also changed (Health pip damage is taken from the higher scores first, so when the duration ends damage absorbed by extra Health simply disappears). The attribute to be swapped is determined when the physic is created.

*Knight Physic of Chastity:* The alchemist may use a mental attribute in place of a physical one (rounds).

*Duke Physic of Chastity:* The alchemist may use a mental attribute in place of a physical one (minutes).

*King Physic of Chastity:* The alchemist may use a mental attribute in place of a physical one (hours).

### Diligence

Diligence is the opposite of Sloth. It is steadfast and deliberate effort. Physics of Diligence allow one to keep working beyond normal sapient means. They are made with iron.

*Knight Physic of Diligence:* The alchemist gains a +2 Fortitude bonus (rounds).

*Duke Physic of Diligence:* The alchemist gains a +4 Fortitude bonus (rounds).

*King Physic of Diligence:* The alchemist gains a +8 Fortitude bonus (rounds).

## Hope

Hope is the cure for despair. It is a positive outlook on the future and a trust in powers greater than oneself. It is made with mercury. Note that an increase to the target's Resolve does not increase his quintessence.

*Knight Physic of Hope:* The alchemist can grant a touched target a +2 bonus to Resolve (rounds).

*Duke Physic of Hope:* The alchemist can grant a touched target a +4 bonus to Resolve (rounds).

*King Physic of Hope:* The alchemist can grant a touched target a +8 bonus to Resolve (rounds).

## Humility

Humility is the antithesis of pride. It is a correct view of one's self and one's abilities. Physic of humility, made of salt and gold, help one see everything correctly.



*Knight Physic of Humility:* The alchemist turns invisible as per the Invisibilis operation (rounds).

*Duke Physic of Humility:* The alchemist turns invisible as per the Invisibilis operation, but cannot be detected by magical or preternatural means (rounds).

*King Physic of Humility:* The alchemist turns invisible as per the Invisibilis operation, but cannot be detected by magical or preternatural means. He also gains the Insubstantial creature quality (rounds).

## Kindness

Kindness is the opposite of envy. It gives friendship and trust without bias or spite. Physics of Kindness are made of pewter and help the alchemist help others.

*Knight Physic of Kindness:* The Alchemist can grant a touched target a +2 bonus to Fortitude (rounds).

*Duke Physic of Kindness:* The Alchemist can grant a touched target a +4 bonus to Fortitude (rounds).

*King Physic of Kindness:* The Alchemist can grant a touched target a +8 bonus to Fortitude (rounds).

## Patience

Patience is endurance in all things. Physics of Patience enhance this quality and are made of lead. Physics of Patience help the alchemist endure.

*Knight Physic of Patience:* The alchemist gains a single immunity as per the creature quality (rounds).

*Duke Physic of Patience:* The alchemist gains two immunities (rounds) or one immunity (minutes).

*King Physic of Patience:* The alchemist gains two immunities (minutes) or one immunity (hours).

## Temperance

Temperance is restraint and the ability to judge between proper actions. Physics of Temperance help the alchemist overcome difficult consequences. They are made of silver.

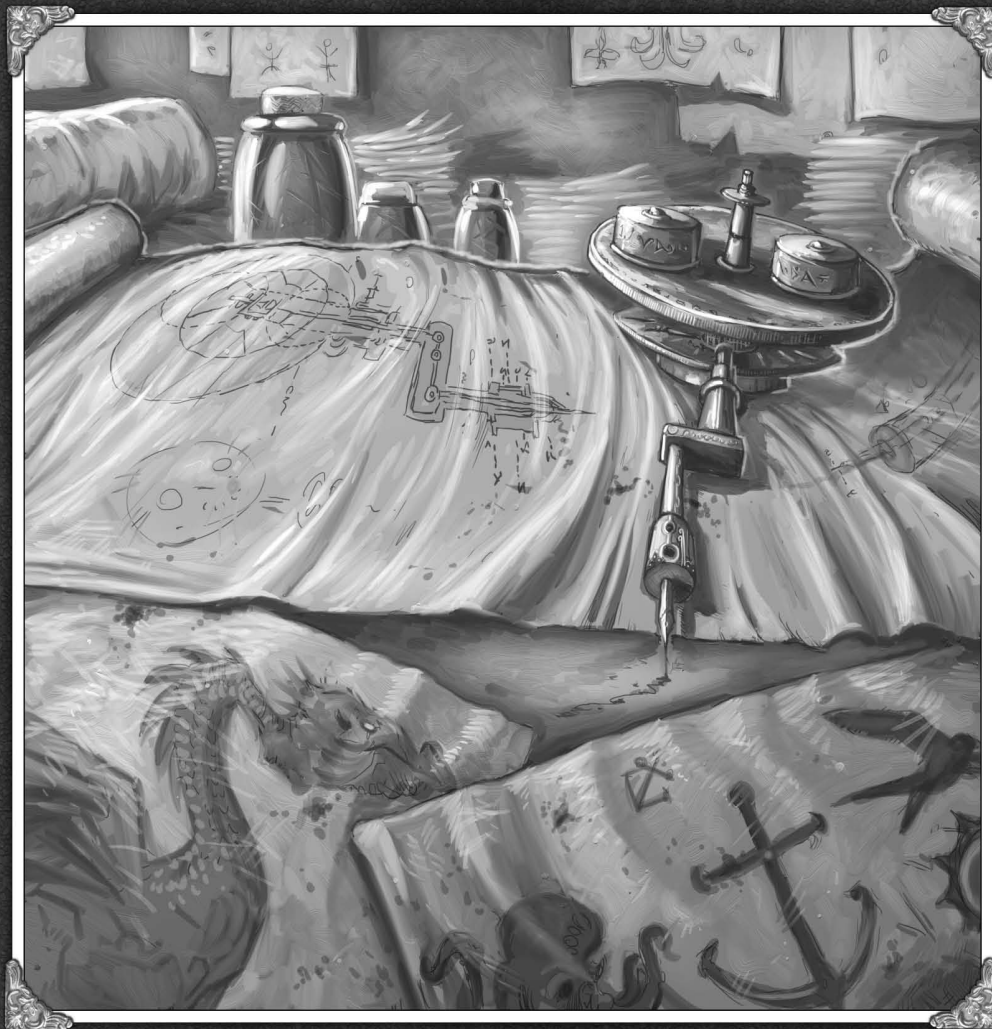
*Knight Physic of Temperance:* The alchemist negates the effects of the consumption of too much alcohol or food (instant)

*Duke Physic of Temperance:* The alchemist can eat or drink anything he wishes and suffer no ill effects (hours).

*King Physic of Temperance:* The alchemist is immune to poison (hours).

# CHAPTER II

# SIGILLUM INSCRIBIO





## CHAPTER II

# SIGILLUM INSCRIBIO

*The good Aluminat should beware of astrologers. The danger already exists that astrologers have made a covenant with demons to darken the spirit and confine sapientis in the bonds of the Pale.*

- St Augustine of Hippo

Sigil magic, or symbolic magic, rests comfortably between empirical thaumaturgy and petty conjuring and magicians of both traditions tend to incorporate sigils into their works. These sigils often come in the form of magical alphabets, such as Enochian and Futhorc, but they can also be found in other groupings, such as astrological signs and numbers.

In addition, some sigil scribes can use the power of an entire set of sigils, trading the certainty of knowing a single sigil for the versatility of utilising all of the symbols within a given sigil set. The cost for this versatility is random chance; the sigil scribe has little control over the outcome. Divination sets are a popular source of income, as customers of all classes enjoy having their fortunes read.

Sigils may also be inscribed as tattoos. Mostly found outside Europe, the art was brought to the Continent by European sailors who discovered that having quintessence-infused tattoos on their bodies granted them special powers. Often considered a 'petty magic,' tattoos have become popular amongst naval officers and as such carry an air of respectability, at least when displayed by gentlemen and ladies of appropriate background.

### ~ NEW SIGIL SETS ~

While British hermeticists tend to use Enochian script and petty conjurers use Ogham and Futhark/Futhorc runes, such sigil sets aren't the only ones available. Magical traditions around the globe utilise their own particular sigil sets and even amongst British magicians there are other scripts that hold power.

This section offers other sigil sets used by hermeticists and conjurers throughout the British Isles and the Continent. Astrology looks to the heavens for power, geomancy looks for patterns in nature, numerology turns to mathematics,

tarot incorporates fortune and the Yehudi script uses the alphabet of the Sons of David. Any of these sigil scripts are available to sigil scribes.

### Astrology

Ever since the first sapientis looked up at the sky there has been meaning attached to celestial objects. Originally thought of as archons looking down on Earth, these objects have not lost their significance simply because science says otherwise. There is the power of generations of belief attributed to these celestial objects as well as Terra, or Earth, which is the celestial object upon which all sapientis live.

The power of belief in the sun, moon, planets and zodiac is no more evident than in the cases of Phaeton and Vulcan. Neither of these planets has been proven to exist and, in the case of Phaeton, is not expected to exist. Phaeton is believed to be the planet that broke apart and became the asteroid belt between Mars and Jupiter, while Vulcan is believed to be a small planet that is closer to the sun than Mercury.

- ♈ **Aries** - Courage, exploration, impulsive.
- ♉ **Aquarius** - Engineering, industry, intelligence.
- ♊ **Cancer** - Emotion, empathy, nurturing.
- ♋ **Capricorn** - Perseverance, self-control, stability.
- ♌ **Gemini** - Celestial engine, duality, inventive.
- ♍ **Jupiter** - Curiosity, learning, philosophy.
- ♎ **Leo** - Resolve, self-confidence, stubborn.
- ♏ **Libra** - Diplomacy, harmony, justice.
- ♐ **Mars** - leadership, strength, war.
- ♑ **Mercury** - Change, messenger, speed.
- ♒ **Moon** - Insanity, necromancy, secrecy.
- ♓ **Neptune** - Inner nature, magnetism, travel.
- ♈ **Phaeton** - Destruction, dissolution, sin.
- ♉ **Pisces** - Creativity, entropy, intuition.
- ♊ **Sagittarius** - Honesty, optimistic, searching.
- ♋ **Saturn** - Responsibility, self-discipline, structure.
- ♌ **Scorpio** - Intensity, potency, scrutiny.
- ♍ **Sun** - Clarity, enlightenment, wisdom.
- ♎ **Taurus** - Caution, patience, success.
- ♏ **Terra** - Alchemy, endurance, life.
- ♐ **Uranus** - Justice, liberation, revolution.
- ♑ **Venus** - Art, beauty, demonology, sin.
- ♒ **Virgo** - Healing, innocence, purity, virtue.
- ♓ **Vulcan** - Fire, heat, technology.

## Geomancy

Geomancy is possibly the oldest of the divination methods, as it looks for patterns in things. This was likely the result of the greatly diminished presence of magnetism after the Great Cataclysm, as would-be magicians now had to use trial and error to determine aetheric patterns and derive power from them.

Geomancy was one of the most popular forms of sigil magic up until the industrial revolution. Many homes and places of business were built according to geometric principles to ward off Maleficia and other magical intrusions. Since the rise of industry, geomancy has increasingly become the province of the upper class, as the lower classes, especially the proletariat, have lost faith in its power.

**Via** – Change, journeys, road.

**Cauda Draconis** – Completion, end, fortitude.

**Puer** – Aggression, passion, war.

**Fortuna Minor** – Strength, temporary success.

**Puella** – Beauty, peace.

**Amissio** – Loss, love.

**Cancer** – Delay, resolve, setback.

**Laetitia** – Happiness, joy.

**Caput Draconis** – Beginnings, profit.

**Conjunctio** – Joining, marriage, relationships.

**Acquisito** – Knowledge, wealth, wits.

**Rubeus** – Deception, sin.

**Fortuna Major** – Fortitude, power, permanent success.

**Albus** – Caution, planning, wisdom.

**Tristitia** – Pain, sadness, suffering.

**Populus** – Charisma, leadership, revolution.

## Numerology

There are many who believe that there is power in numbers and certain numbers have been held in such high esteem for so long that they really do grant magical benefits. The numbers listed here are not exhaustive; the Gamesmaster may add additional numbers that have new meanings.

**0** – Magic, mystery, the unknown.

**1** – Foundation, source, unity.

**2** – Cooperation, duality, duplicity.

**3** – Inspiration, life, luck, zeal.

**4** – Direction, discipline, elements, order.

**5** – Demonology, freedom, liberty, revolution, uninhibited.

**6** – Community, harmony, love, society.

**7** – Academics, intelligence, privacy, rest, wisdom.

**8** – Guidance, perfection, paradise, virtue.

**9** – Loss, pain, sadness.

**10** – Completeness, mathematics.

**11** – Entropy, failure, sin.

**12** – Guidance, morality, obedience.

**13** – Control, dogma, illumination.

**14** – Escape, intervention, risk.

**15** – Chaos, destruction, oblivion.

**16** – Rebirth, reparation, rejuvenation.

**20** – Industry, materialism, wealth.

**26** – Communication, complete knowledge, everything.

**30** – Insanity, necromancy, travel.

## Tarot

The Tarot is a deck of 78 cards divided into the major arcana and minor arcana. The 22 cards of the major arcana represent one's journey through life while the 56 cards of the minor arcana represent the various social classes (the military associated with the aristocracy and the clergy representing a 'fourth class' that binds the other three). Each suit contains an Ace, King, Queen, Knight, Page, and numbered cards from 2-10.

By default, the sigil scribe need only learn the suit of the minor arcana rather than the 14 specific variations of each, but a Gamesmaster that wishes to use specific interpretations of a particular deck may certainly do so, especially if the sigil scribe is using tarot as a divination deck and needs more variation. Most sets offer interpretations of the cards; use them to flesh out the minor arcana in such cases.

It's worth noting that the French tarot removes 4 cards by combining the Knight and Page into a 'jack' and renames coins, cups, swords and wands as diamonds, hearts, spades and clubs, respectively. This version of the minor arcana has become the standard set of playing cards, often with two Jokers added. Some playing decks include four jokers, restoring the original card count.

**The Fool** – The aether, divination, mystery.

**The Magician** – Intuition, initiative, transformation.

**The High Priestess** – Relationships, secrets, truth.

**The Empress** – Create, emotion, life, nurture.

**The Emperor** – Control, domination, leadership.

**The Conclave** – Dogma, guidance, morality, order.

**The Lovers** – Desire, partnership, temptation.

**The Chariot** – Conquest, conviction, self-reliance.

**Strength** – Balance, discipline, endurance, self-control.

**The Hermit** – Clarity, magnetism, wisdom.

**Wheel of Fortune** – Celestial engine, journey, luck, wealth.

**Justice** – Impartiality, justice, objectivity, reciprocity.

**The Hanged Man** – Communism, mutual benefit, self-sacrifice, surrender.

**Death** – Necromancy, rebirth, renewal, transformation.

**Temperance** – Adaptation, moderation, patience.

**Legion** – Addiction, demonology, sin.

- The Tower** – Entropy, surprise, the unexpected.  
**The Star** – Despair, duality, hope, nature.  
**The Moon** – Intensity, practicality, rest.  
**The Sun** – Glory, happiness, success.  
**Judgment** – Awakening, knowledge, understanding.  
**The World** – Fulfilment, liberation, vision.  
**Coin** – Bourgeoisie, earth, wealth.  
**Cup** – Aluminat, water, piety.  
**Sword** – Aristocracy, air, conquest.  
**Wand** – Proletariat, fire, revolution.

### Yehudi Script

The Sons of David have an ancient script that they use for their holy texts and rites. It is unsurprising, therefore, that Yehudi magicians would assign magical power to the letters. Yehudi magicians that joined the Aluminat brought their mystical language with them and today many Hermetic circles, wards, and other magical writings incorporate Yehudi script along with other sigils.

As the Sons of David are spread throughout Europe and elsewhere in small enclaves and lack a central authority, the exact meaning of each letter varies somewhat from group to group. The meanings assigned here are the ones used by the Consortium of Hermetic Guilds and thus the most widely known.

- ⌘ **Aleph** – Harmony, stability, unity.  
 𐤁 **Beth** – Duality, illusion, knowledge.  
 𐤂 **Gimel** – Connection, movement, travel.  
 𐤃 **Daleth** – Archons, gateway, heaven.  
 𐤄 **He** – Air, breath, light.  
 𐤅 **Waw** – Engineering, joining, repair.  
 𐤆 **Zain** – Defence, forgiveness, justice.  
 𐤇 **Cheth** – Abundance, energy, material.  
 𐤈 **Teth** – Containment, prudence, release.  
 𐤉 **Yod** – Control, engineering, order.  
 𐤊 **Kaph** – Acceptance, grace, luck.  
 𐤋 **Lamed** – Labour, progress, sacrifice.  
 𐤌 **Mem** – Destiny, life, water.  
 𐤍 **Nun** – Aether, awareness, magic.  
 𐤎 **Samech** – Independence, indulgence, support.  
 𐤏 **Ain** – Magnetism, perception.  
 𐤐 **Pe** – Immortality, renewal, understanding.  
 𐤑 **Tsade** – Absorption, capture, reflection.  
 𐤒 **Qoph** – Enlightenment, inspiration.  
 𐤓 **Resh** – Creation, destruction, recognition.  
 𐤔 **Shin** – Consumption, entropy, fire, transformation.  
 𐤕 **Tau** – Completion, perfection, synthesis.

## ~ DIVINATION ~

While sigil magic normally involves the study of individual sigils, sigil scribes can impart magic on an entire set of sigils. This set can then be used to divine a benefit to an individual (or even the sigil scribe herself).

The diviner's power comes from a belief in a particular set of sigils; common divination sets include bags of bones, lucky dice, rune stone sets, and tarot cards. A divination 'set' can also be a system, such as numerological formulae, as long as the outcome is effectively random (i.e. the diviner can't control the outcome). It is believed that some diviners carry 'lucky sets' of playing cards for use in gambling. What the diviner is doing is not so much drawing magic from a sigil but rather granting power to the outcome.

While divination is a form of sigil magic, any magician can also be a 'diviner,' providing she purchases the Divination skill. That said, only a sigil scribe can inscribe or recharge a divination set. Some sigil scribes use divination exclusively, while others mix and match divination sets with regular sigils.

### New Magical Skill: Divination

Divination is the ability to use a divination set to impart a magical bonus on someone. As divination draws on magical knowledge, any magician can be a diviner; no additional talent is necessary (although it takes a sigil scribe to create a set). In addition to granting the ability to use a divination set, this skill can also be used as a complementary skill with Lore or another Magical Skill when the subject matter being identified or recollected involves divination.

### Bringing Props to the Table

One of the things divination is designed to do is allow the Gamesmaster to use props at the table and allow her to use them in the way they are intended; in most cases it's actually required that the prop be used. Since the outcome is random (barring mixing with regular sigil magic), a player can simply pull a tarot spread or randomly pluck a rune stone out of a bag and grant a magical bonus based on the outcome.

## Inscribing a Divination Set

As with other forms of sigil magic, the divination set must be inscribed by the diviner. As with a sigil the power rests within the magician, who creates the divination set and infuses it with her own quintessence. The diviner must have a Resolve of 1 or more to inscribe a divination set. Each divination set costs 6BP.

When the divination set is created the diviner needs to decide how each outcome is interpreted. As only one divination set can be active at a time, the diviner is not free to 'interpret' a particular outcome each time it is pulled; all sigils within a deck always have the same effects. Generally, only about every 1 in 20 sigils need to be distinct in a divination set; a tarot deck, with 78 cards, is allowed to have a similar effect for up to 4 cards. Smaller divination sets simply won't work without Gamesmaster approval.

It takes about 6 hours to create a divination set and requires an appropriate Craft roll (only 2 successes are needed; the set doesn't need to be pretty). The difficulty in inscribing a divination set is 2 + twice the bonus dice or reduced black dice that the diviner wishes to place on it. A diviner can only inscribe a maximum bonus equal to her Resolve.

Once inscribed, the divination set can be activated at any time with the usual caveat that marring the set in any way, including the removal of some sigils (in other words, you can't 'stack the deck'), renders the set inoperable and destroys the aetheric energy powering it. No diviner would ever take out her set without intending to use it.

### Stacking Deck Bonuses

As with sigils, a bonus granted by a divination does not stack with any other divinations or sigils; only the highest bonus applies.

## Divination Set Activation

The diviner activates the divination set by performing a brief ritual (about 5 minutes) and makes a Resolve + Divination roll. Unlike a sigil activation, nothing is imparted to the recipient beyond the reading. The cost is 1 + (dice modifier), just as with a regular sigil.

The diviner randomly determines an outcome (usually by pulling a card or reading a die) and the effect applies to the recipient. While the diviner has no control over the

outcome, she may tip the odds in her favour by pulling one random outcome for each degree of success (a partial success doesn't count).

*Example: Sigmar is using a bag of runestones. He makes his activation roll and gets 3 successes; this is a 'good' success, or two levels. He pulled Uruz (Strength) and Ehwaz (Transport). Realising that his friend Siobhan could use the Strength boost more, Sigmar imparts the Uruz bonus on her.*

The effect lasts for hours unless the set is marred prior to the end of the duration. The diviner may use the set on as many recipients as she likes, so long as she pays the activation cost. The benefit is conferred on the recipient for the duration of the divination. Once a recipient receives a benefit, no further divination rolls can be made for that recipient until the divination set is reset.

Resetting a divination set requires a ritual roll as normal, but the diviner can do this in 30 minutes by meditating on each sigil; there is no need for a further lengthy 6 hour ritual unless the diviner needs to make a new divination set.

## Divination Set Destruction

As with individual sigils, a divination set is infused with aetheric energy that explodes if the divination set is violently damaged. Anyone within 5 feet of a divination set when it is damaged takes a number of damage dice equal to the set's bonus.

## ~TATTOO MAGIC~

Many an explorer has been surprised upon discovering an 'uncivilised tribe' to find that primitive, painted warriors could summon mighty magic through their tattoos. An ancient practice, tattoo magic flourished outside of Europe for centuries before European sailors and servicemen began realising the benefits of painting their bodies with magical symbols. The mighty sorcerers of the New World and the Far East proudly displayed tattoos. African, North American, and Polynesian warriors often augmented themselves with magical tattoos before going into battle.

Unfortunately, the reputation of those receiving tattoos (whether magical or mundane) combined with their permanency has led to disapproval amongst the aristocracy; the bearing of one marks the bearer as "common-born" or at best "of good breeding but common morals." Even hermeticists shun magical tattoos, as they feel that bearing

magical tattoos is an indication of poor magical ability. This has led to the Consortium of Hermetic Guilds to classify tattoo magic as “petty conjuring.”

In spite of the social implications, tattoo magic is quite common amongst the lower class and middle class military types; the benefits far outweigh any disparaging disapproval from those that would not associate with the bearer anyway.

#### TATTOO TALENT (VARIABLE COST)

You know how to apply magical tattoos on others. The cost of this talent is equal to the quintessence cost of the magical tattoo. You may take this talent multiple times, each time gaining knowledge of a new tattoo.

#### MAGICAL TATTOO ASSET (3 POINTS)

You have one tattoo from the magical tattoos list. You may take this asset multiple times, each time gaining a new magical tattoo.

#### TATTOOIST MAGICAL SKILL (RESOLVE)

Magical tattoos are a form of Inscription and are as ancient as other forms of sigil magic. This skill enables a magician to ink a magical tattoo on another person. The tattooist must have the appropriate talent in order to inscribe a particular magical tattoo. Magical tattoos need not be aesthetically pleasing; a magician may wish to make a separate Art (tattooist or other appropriate speciality) roll to make the tattoo look beautiful.

## Creating Tattoos

A tattoo must be created by a tattooist using the Tattooist Magical Skill. The tattooist must know the magical tattoo (via the Tattoo talent) that she is inscribing and succeed in an Average Resolve + Tattooist Magical Skill task roll, paying the inscription cost. The tattoo can be of any appropriate image and is usually (but not always) placed somewhere representative on the body (see the individual tattoo description for details).

The tattoo need not be overly elaborate or well-drawn; so long as the tattoo contains the proper aetheric pattern the magic works; adventurers desiring a pleasing tattoo should employ a tattooist with a high Art (tattoo) skill. This is handled as a separate task.

The recipient need not be a magician; he only needs a place on his skin to be marked. Typically, magical tattoos require

a significant portion of a limb, such as the back of a hand, the top of a forearm, or the neck. There is no limit to the number of tattoos an adventurer may have, although keeping them primed is going to be a challenge if the adventurer has several of them.

## Social Stigma

Amongst society tattoos are seen as the mark of those with loose morals; sailors, prostitutes and ne'er-do-wells. No proper lady or gentleman would dare sport one, or at the very least show sufficient remorse as to his or her bad judgement as a reckless youth. That is not to say that an aristocrat can't have one, only that it is hidden while in polite company.

An aristocrat should take the Blackguard privilege if she wants to sport a tattoo without ill effects; otherwise the Gamesmaster wouldn't be out of bounds to award a point of Notoriety (applicable only to the upper class) should the tattoo be discovered. An exception is made for adventurers with military vocations; such conduct is almost expected of them.

## Using Tattoos

Only tattoos that are displayed may be used in a given round; this means that they have to be exposed to the air, not covered by clothing. An adventurer may hide her tattoo, but if she wants to use it she'll need to spend at least one action to expose it (hiking up one's skirt or removing a jacket to roll up a sleeve will certainly turn heads in certain social situations!).

Tattoo spells require 1 action to activate; a bearer may activate more than one tattoo in a round if she takes a multiple action penalty. To activate the spell within the magical tattoo the bearer need only touch the tattoo, spend the quintessence cost, and focus with a Resolve + Concentration task roll. A magician may substitute a Magical Skill for Concentration.

If the task is successful then the spell manifests; if failed then the cost is spent but the spell does not activate. The bearer's Resolve determines the length of time a tattoo spell remains in effect, if appropriate.



## Who Pays the Cost for Magical Tattoos?

Tattoo magic has a unique place amongst the magical arts in that tattoos are permanent and can be refreshed at any time by the bearer. It seems a bit absurd for an adventurer to purchase the appropriate talents and skills just to ink herself and her compatriots once. Instead, we presume that the cost should be borne by the one receiving the benefit: the bearer. Thus it is the bearer that pays the cost for tattoos as assets. That said the appropriate talents and skills are also given for completeness and the off-chance that an adventurer wants to learn such abilities, either for profit or to create new tattoos.

## Magical Tattoos

### Animal Guardian

*Cost:* Variable *Range:* Self *Duration:* Rounds

This tattoo summons forth an animal that protects the bearer and obeys her commands. The type of animal is chosen when the tattoo is applied and the quintessence cost is equal to the damage dice of the animal's most powerful attack. Only one animal guardian may be summoned at a time (unless the bearer has multiple Animal Guardian tattoos) and it simply fades away when the duration ends.

### Beast Trait

*Cost:* 2 *Range:* Self *Duration:* Minutes

This tattoo enables the bearer to temporarily assume an Animal Trait (see the Beastfolk). The particular animal trait is chosen when the tattoo is applied. The Aquatic Aptitude Animal Trait is especially popular with sailors, as it enables them to survive churning waters when they are accidentally thrown overboard in vicious storms or during the heat of battle.

### Elemental Blast

*Cost:* 4 *Range:* 20 yards (blast range) *Duration:* Instant

This tattoo releases a bolt of elemental energy (the type is determined by the tattooist when applied) that causes variable damage to the target based on its elemental nature. An Elemental Blast is not resisted with Resolve; instead, the rules for dodging ranged attacks apply.

- **Air Blasts** do 4 points of damage and the target must make a Strength + (Might or Athletics) roll against the bearer's Activation roll or be knocked to the ground.
- **Fire Blasts** do 6 dice damage and the target catches fire, receiving 1 additional damage die per round until the fire is extinguished.
- **Lightning Blasts** do 8 dice damage to the target.
- **Stone Blasts** do 8 dice bludgeoning damage to the target.
- **Elemental Blasts** are usually tattooed on the arm, but if tattooed on the head, neck, or body the blast may come from the mouth instead.

## Heal

*Cost: 4 Range: Touch Duration: Instant*

With a touch the bearer can heal wounds and prevent infection, either her own or another's. Heal restores 1 Health die (normally 2 pips) per success on the activation roll. This tattoo cannot cure diseases or remove poisons.

## Host's Gift

*Cost: 4 Range: Self Duration: Minutes*

This tattoo must be placed on the back of the bearer. When activated, a pair of birdlike wings sprouts from the back and enable the bearer to fly. The bearer needs the Flight skill to use these properly. The bearer gains a flying speed equal to his running speed. He must take care, however, as once the duration ends the wings disappear, posing a hazard for bearers that lose their wings mid-flight!

## Serpent Limb

*Cost: 2 Range: Self Duration: Rounds*

Usually applied to an arm, a serpent limb enables the bearer to stretch her limb to twice its normal length. The limb also becomes prehensile, granting the bearer +2 dice to Pick Pockets or Sleight of Hand task rolls. The bearer may also attempt to asphyxiate someone when grappling them with the prehensile limb (the target may hold his breath for 2 rounds per Fortitude point).

An interesting variant of this is to place the Serpent Limb tattoo on or near the neck. This enables the neck to stretch up to the length of the bearer's arm. While it probably isn't enough for grappling, it does enable the bearer to move his head into areas he normally couldn't, including twisting his head completely around.

## Stygian Protection

*Cost: 6 Range: Self Duration: Minutes*

This tattoo must be placed over the heart. It provides AV 8, but the bearer normally cannot have the protection of other armour, as the tattoo forces the bearer to uncover a large enough portion of his body that a called shot isn't necessary. Fortunately for ladies, the tattoo may be placed over the heart from behind, enabling her to maintain some level of modesty; in this case armour may be worn in the front, but an opponent with a melee weapon can choose whether to hit the armoured front or the protected back.

## Summon Equipment

*Cost: variable Range: Self Duration: Minutes*

This tattoo summons a piece of mundane equipment or a weapon. The equipment is chosen at the time of application; if a weapon, a firearm is fully armed and a bow or crossbow comes with a full quiver. The quintessence cost is usually

half the damage of the weapon; mundane items usually cost 2 or 4 quintessence points, at the Gamesmaster's discretion. This is a potent tattoo for assassins, and experienced assassins often have several of these tattoos.

If an ammunition-fed ranged weapon, activating the tattoo again before the original duration ends replenishes the ammunition. It does not, however, increase the duration.

## Third Eye

*Cost: 4 Range: 20 yards Duration: Minutes*

Usually applied on the forehead or in the palm of one's hand, the Third Eye enables the bearer to see invisible targets, including spirits. It does not matter the nature of the invisibility, the Third Eye can see through it.

## Wadjet's Kiss

*Cost: 4 Range: Touch Duration: Rounds*

Named for the Egyptian cobra goddess, Wadjet's Kiss transforms the bearer's hand into a venomous cobra head that can bite and poison a target. The bearer uses Dexterity + Fisticuffs to attack and at least 1 pip of damage must get through the target's AV before the poison has a chance to take effect. This tattoo can also be placed near or on the neck to transform the bearer's mouth into a snake for a bite attack. Wadjet's Kiss is especially effective when used in tandem with the Serpent Limb tattoo.

The damage from Wadjet's Kiss is 4 + poison (Potency 7, Fortitude success: Nausea, -1 Strength, -1 Dexterity, Fortitude failure: -2 Strength, -2 Dexterity, -2 Health pips/potency/half hour)

## Hermetic Tattoos

Some of the described tattoos bear uncanny resemblances to hermetic operations. This is intentional, as tattoo magic is a lesser form of hermeticism. Because of this a Gamesmaster may allow an adventurer to apply a tattoo that imitates another hermetic operation. In this case, simply double the hermetic operation's cost and ignore the difficulty.

*Example: Winston wishes to bear a tattoo that enables him to create a Cure effect. As Cure normally costs 3, Winston's activation cost is now 6. He ignores the Difficulty 3; when he makes his Resolve + Concentration roll he does not need to apply 3 black dice.*

CHAPTER III  
MINIMUS  
INCANTAMENTUM





## CHAPTER III

# MINIMUS INCANTAMENTUM

*'Eye of newt, and toe of frog,  
Wool of bat, and tongue of dog,  
Adder's fork, and blind-worm's sting,  
Lizard's leg, and owlet's wing, –  
For a charm of powerful trouble,  
Like a Pale-broth boil and bubble.  
Double, double toil and trouble;  
Fire burn, and caldron bubble.'*

– William Shakespeare, *Macbeth*

Petty conjuration is old; reaching back at least to the aftermath of the Great Cataclysm. It is said that the most knowledgeable and powerful sorcerers of the antediluvian age were destroyed and that the archons leading the survivors taught them petty conjuring to survive. Guild scholars who are a bit dismissive of that belief instead contend that petty conjuring is Fortuitous Incantamentum, or 'accidental enchantment.' They hold that petty conjuring is nothing more than kitchen experimentation that managed to produce useful magical effects. It is this perceived lack of understanding that keeps petty conjurers from being fully accepted as fellow magicians by the Consortium.

This chapter takes a deeper look at petty conjuration as well as two related magical disciplines. Bardism, or song magic, is the ability of performers to weave magic through entertainment, while shamanism is the ability to bargain with the Old Gods for intervention. Maleficium scholars note that there is little to differentiate the latter from demonic contracts, which is yet another reason why petty conjurers often get labelled as Maleficium users.

### New Privilege: Chirurgy Licence (middle, 2)

You have been licensed by the Consortium of Hermetic Guilds to practice unorthodox magic (typically petty conjuring) so long as it is related to healing others. This licence does not grant one the right to practice medicine or use Maleficium, as those are covered by other privileges. This licence also grants a +1 to Propriety when discussing medical matters.

### ~ PETTY CONJURATION ~

*'All magic, regardless of what different practitioners will tell you, is born from the interplay of Entropy and Order, from the line of demarcation where one becomes the other. Entropy is energy, diffuse and chaotic. Order is form, rigid and unyielding. Magic, however, is energy given shape, bent to Will and manifest in the World.'*

*'A Spell, equally regardless of what different practitioners will tell you, is a process, not an action. Indeed, some spells seem to take but an instant but this is simply a matter of perspective. Conjuration, more so than any other system of breaking Order to release the energy of Entropy to be refocused in a new Order –that is to say, Magic – is aware of this practice. It may be our best proof that Magic, far from being the abomination that some believe it to be, is simply a part of Order. Part of the gift of sapient life as surely as language and art and industry.'*

– Excerpt from the introduction to *A Defence of Conjurers*  
by Sir Herald Grammercy

### New Complication: Taboo

The varied worship of the Old Gods and the ancient cultures built around them has resulted in numerous taboos being passed from master to apprentice. Some of these, such as refraining from eating certain types of foods or marrying someone based on particular criteria are rather benign for the life of a typical adventurer. You, however, have a taboo that constantly works against you in social situations. You may refuse to bathe more than once a season, never cut your hair, or only wear animal hides. You have a 3 black dice penalty in social situations (assuming they let you participate!).

While it certainly is true that petty conjurers take a pragmatic view of magic and rely on rituals that have been handed down from master to student for centuries, they also have some understanding of the aetheric connections between beings and objects in the universe and how they

interact. It is through this understanding that petty conjurers can take this knowledge and craft new enchantments. It is the difference between being able to sail a boat and being able to build one.

## ~ PATTERNS OF NATURE ~

The general consensus amongst Guild academics is that petty conjuration is simply the imperfect application of basic magical principles. The principles of association and knowledge are present in petty conjuring rituals, but the petty conjurer is largely unaware of them. The petty conjurer merely notes that things once connected to something can be used to affect like things or create an effect that was once part of the original being. She also notes that things that appear to be alike can also influence each other.

While the academics may have a point, it is more correct to say that petty conjurers understand the patterns of nature and can tap into them in order to create magical effects. Through trial and error, they have discovered how to reweave these patterns to create something that is more than the sum of its parts, much like sapiency in general.

Perhaps more importantly, petty conjurers understand that patterns in nature do repeat, often in diverse ways. Thus, many different types of rituals can be used to achieve the same results. Thus, a Welsh petty conjurer wouldn't be surprised to discover that an Italian petty conjurer uses a different ritual to create a Hunya enchantment. This actually makes petty conjurers more open to diversity and, coupled with the threat of persecution, makes it easier for petty conjurers of all stripes to work together.

Due to this, a petty conjurer adventurer may modify the ritual requirements for any enchantment to fit a particular theme. If a petty conjurer is primarily an herbalist, then she may substitute herbal mixtures for her enchantment rituals. If she is a chef, then her foci are probably edible. Any such change is subject to Gamesmaster approval and should not affect any of the mechanical requirements of the enchantment.

Most enchantments involve three elements: the ritual space, the ritual ingredients, and the petty conjurer herself. These three patterns weave together during the course of a petty conjuring ritual to create a new enchantment. Of course, none of this would be possible without some knowledge and training, hence experience is also a crucial element.

### The Ritual Space

Ritual spaces are very important as they create the patterns that help transform the ingredients into something new and provide the catalyst for the petty conjurer to agitate the focus with quintessence. While some ritual spaces are specifically dedicated to ritual use, many are used for both ritual and mundane reasons, especially if the petty conjurer is operating out of her home or if her occupation is compatible.

Ritual spaces often include circles and other designs that mimic aetheric patterns that the petty conjurer is able to utilise. The most basic of these is a simple circle, which can be drawn with whatever's at hand or incorporated into the architectural design of the space. This is sufficient for relatively fast enchantments. Longer enchantments require more detailed patterns, such as a second circle drawn within the first, with the space between the two containing additional ritual objects or sigils.

Ritual spaces also include common objects used in the transformation of ingredient: pots and pans, knives and spoons, or even a nearby garden or brook. Together these objects create a comfortable environment for the petty conjurer and make it easier for her to weave patterns.

Should a petty conjurer find herself working magic outside of her prepared ritual space then she needs to spend extra time on her rituals, as she needs to gather what she needs and establish aetheric patterns that were inherent in her usual space. This usually adds an extra hour to any rituals being performed, although this can be cut to half an hour if the petty conjurer is using another petty conjurer's ritual space. Once the petty conjurer spends a day's work (8-10 hours) preparing a ritual space then the additional time per ritual no longer applies; the petty conjurer is now comfortable with the new conditions.

### The Ritual Ingredients

Unlike the ritual space, ritual ingredients tend to be specific to particular enchantments as they are what becomes or powers the foci. These ingredients are chosen, perhaps subconsciously, according to the Principle of Association; they should have a strong conceptual tie to the desired outcome. Sometimes the ingredient has a material connection to the enchantment; other times it has a meaning imparted to it by sapientia that has taken hold over time.

For example, a petty conjurer wishing to create a focus for *Ro A-keynvor* immerses herself in water and takes a shell from beneath the waves to act as the focus for a water-breathing enchantment. Here, the petty conjurer performs

a ritualised version of the intended spell effect while using as the focus something that remains underwater. The connection is that, like the shell, the petty conjurer can remain underwater for long periods of time.

As another example, a petty conjurer wishing to create a focus for *Kath Uskis* spends an hour pretending to be a cat so that the focus actually imparts a Dexterity bonus, as sapientists associate cats with nimbleness and their success at pouncing on mice.

Sometimes a petty conjurer doesn't have access to the proper ingredients and substitution may be required. The Gamesmaster can impose a black die penalty – usually 1 to 6 dice – based on the quality of the substitution. A penalty can also be assessed if a petty conjurer is using ingredients from a different tradition, as she is relying on associations that she doesn't normally see.

### The Self

The most vital element of any ritual is the petty conjurer's self. While a petty conjurer may not fully understand the Principle of Association in the academic sense, she does know that what she's eaten, touched or done can affect the aetheric patterns within her and thus have an impact on the quality of an enchantment. To deal with this, many petty conjurers have a regimen, often imposed by their traditions, that includes diet, dress and lifestyle. The closer they are followed the less likely it is that a petty conjurer brings an unknown or unwanted element into the ritual.

This self-preparation often manifests as a Taboo or Vow Complication.

### Experience

While much of petty conjuration is an instinctive understanding of how elements relate to one another, instinct alone does not a petty conjurer make. Trial and error may have been the origins of enchantments, but subsequently most petty conjurers have relied on a tutor. These tutors were typically part of a religious system, no matter how simple, and all enchantments were learned by repetition and participation. Enchantments were rarely written down, and less often shared outside one's immediate acquaintances.

As time marched on and the religions of Order began persecuting petty conjurers, tutors became harder to come by and students were chosen based on availability more than suitability. Thus, enchantments became jealously guarded secrets and often limited to those with an immediate useful applicability; there were far more petty

conjurers knowledgeable about *Past Yaghus* than *Slynk Kneus*, as healing poultices were more valuable to country folk than slippery skin.

With the official end of the Inquisition and the establishment of the Consortium of Hermetic Guilds, petty conjuring is slowly gaining some measure of respectability as hermeticists analyse petty conjuring rituals to find the aetheric patterns beneath; this is why several petty conjuring enchantments and hermetic operations share similar effects. The Guild has even moved to licence apothecarists and surgeons, enabling some petty conjurers to practice openly and more easily share new enchantments with others.

## New Enchantments

### Asprier

#### Wayfinder

Ritual Cost: 1

Ritual length: 30 mins

Activation cost: 1

Difficulty: 0

Activation range: Touch

Duration: Instant

Taking a stone with a hole drilled in the middle and a mark or point on one end, the conjurer dedicates the stone to the four cardinal directions and the four classical elements. A thread is tied through the hole so that the stone can swing freely. Once activated the stone points towards a single location. Note that it does not point the fastest way, nor give any other indication about distance or obstacles; simply the direction of the location requested. Each stone can only be used once and becomes inert once it has pointed the way. Spent stones cannot be used again for this enchantment.

### But

#### Bull's Eye

Ritual cost: 2

Ritual Length: 3 hours

Activation cost: 1

Difficulty: 3

Activation Range: Touch

Duration: Instant

During this ritual the conjurer coats a missile (usually an arrow, although bullets are becoming more common) with the blood of a bull (sometimes eagle feathers are attached instead) and loads it into a weapon. The conjurer then removes the missile and pierces various attire and armour with it, specifically pushing it past weak or uncovered points. When the ritual is completed, the conjurer now has a missile that bypasses any armour that the target is wearing.

Once activated, the missile must be fired at a target using normal ranged attack rules. Should the missile hit then it automatically ignores any non-magical or supernatural

armour when calculating damage. Once the missile is used it loses its magic, although, if possible, it may be recovered and reused as a regular missile.



## Desygha

### Desiccate

*Ritual Cost:* 3                      *Difficulty:* 3  
*Ritual length:* 8 hours        *Activation range:* Touch  
*Activation cost:* 2                *Duration:* Instant

This complex ritual requires the conjurer to prepare a special solution of salt, ash and other ingredients in water and allow it to evaporate naturally in a specially prepared basin while hourly chanting an incantation to Sun and Wind. When the evaporation process is completed the remains must be carefully gathered and placed in a black leather bag.

When this mixture is sprinkled onto any living creature it causes the victim to begin to dehydrate rapidly, with fluids spurting forth from its body and pooling on the ground. This effect can be resisted by a Resolve + Concentration roll. If the resistance roll fails the target takes 8 dice of lethal damage.

## Difres

### Deflection

*Ritual cost:* 2                      *Difficulty:* 0  
*Ritual Length:* 1 hour        *Activation Range:* Self  
*Activation cost:* 1                *Duration:* Hours

For this ritual the conjurer takes a metal, stone or other hard object that would be carried about her person and spends the ritual time touching the tips of arrowheads or bullets against it. When activated, the focus grants 20 SP that any missile weapon damage (including that from firearms) must deplete before missile attacks can affect the activator.

Note that this enchantment only covers direct damage, not other effects. An activator wearing an enchanted talisman around her neck may still be knocked backwards by the force of a shotgun blast, and an arrow containing an area-effect poison gas would still explode upon hitting an enchanted cane grip.

## Diogenes-Launtyer

### Diogenes' Lantern

*Ritual Cost:* 1                      *Difficulty:* 1  
*Ritual length:* 30 mins        *Activation range:* Touch  
*Activation cost:* 1                *Duration:* Minutes

With special herbs, the conjurer prepares a white candle. When lit those within the radius of the candle's light are compelled to tell the truth for as long as the candle burns, the duration based on the activator's Resolve +2.

## Ebron Mont

### Sky Mount

*Ritual cost:* 1                      *Difficulty:* 0  
*Ritual Length:* 1 hour        *Activation Range:* Touch  
*Activation cost:* 1                *Duration:* Hours

This ritual requires a roc feather or wyvern scale (or something from another large flying creature) which is attached to the object that the conjurer wishes to use to fly. Brooms are popular because they are easy to carry, but carpets are also popular choices. To activate it, the activator simply removes the feather or scale.

*Ebron Monts* have a combat speed of 10 yards per round. In case of distractions the activator must make a Resolve + Concentrate roll (the Gamesmaster adds black dice based on the level of distraction). If the activator fails then she must make a Difficult (3 black dice) Dexterity roll or fall off the object. Also, an *Ebron Mont* grants an object the ability to fly but does not protect it, leaving brooms and carpets vulnerable to fire and Aer Telums.

**Eskar-Spyrys****Spirit's Bane**

*Ritual Cost:* 2                      *Difficulty:* 1  
*Ritual length:* 1 hour              *Activation range:* Touch  
*Activation cost:* 1                  *Duration:* Rounds

A large handful of grave dirt, a one foot square piece of shroud taken from a corpse and pages from a sacred text are need to complete this enchantment. Text pages are burned with prayers for protection and deliverance. These are then mixed with the grave dirt and placed into the shroud, which is then bound. This bundle can then be rubbed onto a single weapon. For the duration this weapon treats insubstantial creatures as if they had a physical form.

**Garlont Frankedh****Band of Freedom**

*Ritual cost:* 2                      *Difficulty:* 0  
*Ritual Length:* 1 hour              *Activation Range:* Touch  
*Activation cost:* 1                  *Duration:* Hours

In order to perform this ritual, the conjurer places a headband made of ash around her head and spends an hour meditating by repeating sentences over and over (songs are a popular choice) and clearing her mind of all other thoughts. When the ritual is over, the conjurer has created a magical band that inhibits magnetic intrusion. When worn and activated, this enchantment grants the wearer a 4 dice bonus against any magnetic abilities used against her. Fashionable users of a *Garlont Frankedh* often hide it within a hat band or incorporate it into a tiara. It can also be worn as a necklace, although its limited flexibility makes it difficult to conceal.

**Goes Gweles****Blood Tell**

*Ritual Cost:* 1                      *Difficulty:* 0  
*Ritual length:* 15 mins              *Activation range:* 10 yards  
*Activation cost:* 1                  *Duration:* Minutes

This simple formula is made of a single drop of blood, oil and phosphorous, ritually prepared. When applied to a garment or an area it causes any blood stains, even those that have been cleaned or are otherwise no longer visible to the naked eye, to glow brightly.

**Gosseni****Creeping Rust**

*Ritual Cost:* 2                      *Difficulty:* 2  
*Ritual length:* 1 hour              *Activation range:* Touch  
*Activation cost:* 1                  *Duration:* Instant

Two metal objects, preferably small enough to be held in one hand, are placed in conjoined circles. One is a pristine

example of its type; the other is corroded and rusted to the point of near destruction. Once properly prepared the rusted object becomes the focus of the enchantment. When touched to a metal object, including machines and automatons, the rust migrates from the held item, causing it to disintegrate, and spreads to the target. The rust corrupts an area equal to the activator's Resolve +1 cubic feet, doing 6 dice of damage.

**Gwythyas****Guardian**

*Ritual cost:* 3                      *Difficulty:* 6  
*Ritual Length:* 1 hour              *Activation Range:* n/a  
*Activation cost:* 1                  *Duration:* Days

This enchantment requires a doll or statue specifically created to be the guardian of a room or building not more than 30 yards in diameter (larger buildings often use multiple dolls). The conjurer bathes the statue in raspberry juice that she's also used to mark doorways, windows and other openings into the structure.

Any spirit, corporeal undead, or demon that wishes to cross into the guarded area must make a Resolve roll with 4 black dice. If the monster succeeds, then it may enter but the *Gwythyas* warns the conjurer of the nature of the intrusion (whether it's a spirit, undead creature or demon).

**Helgi Leskys****Burning Hound**

*Ritual Cost:* 1                      *Difficulty:* 1  
*Ritual length:* 1 hour              *Activation range:* Close  
*Activation cost:* 1                  *Duration:* Rounds

The conjurer covers a dog's skeleton in pitch, burning it in a brazier etched with the appropriate signs along with sulphur, wolf's bane, and salt. Once the ritual is completed a single charred tooth is used as the focus. When the focus is broken, typically by dropping and smashing it with one's heel, a burning ethereal hound appears and serves the activator for a number of rounds equal to his Resolve+1. The hound functions as a Hunting Dog with the Damaging Body (fire) quality.

**Hwystrenn****Whispering Wisp**

*Ritual Cost:* 1                      *Difficulty:* 0  
*Ritual length:* 10 mins              *Activation range:* Touch  
*Activation cost:* 1                  *Duration:* Instantaneous

A circle is drawn containing a pentagram of air on a sheet of clean parchment. Once completed the sheet is folded into the shape of a butterfly. When activated the parchment



comes to life as a butterfly and can carry a dozen words to a designated recipient. The paper butterfly flies at a speed similar to an actual butterfly and will avoid attacks and obstacles, but has no armour or attacks of its own. If prevented from reaching its target in 8 hours, for any reason, it disintegrates.

### Kath Lagasow

#### Cat's Eyes

*Ritual Cost:* 1                      *Difficulty:* 0  
*Ritual length:* 30 mins          *Activation range:* Self  
*Activation cost:* 1                 *Duration:* Minutes

To prepare the focus, a spring of catnip must be gathered and mixed with cat's urine until a paste is made. If the paste dries out before it is used, a small amount of water can be added to restore it. Once applied to the conjurer's eyes, it grants the ability to see in the dark.

### Korf Eskern Alhwedh

#### Skeleton Key

*Ritual cost:* 1                      *Difficulty:* 1  
*Ritual Length:* 15 mins         *Activation Range:* Touch  
*Activation cost:* 1                 *Duration:* Instant

This ritual enchants a key through the tracing of a mystical labyrinth on paper. The paper is then tied to the key with red string. Once activated the key must be touched to a lock. That key then becomes the key for that lock. The ritual cannot affect magically protected locks, but any single mundane lock can be affected. The change to the key is permanent. Once used for this ritual the key cannot be used again as a ritual item.

### Meur Best

#### Dire Animal

*Ritual cost:* 2                      *Difficulty:* 3  
*Ritual Length:* 30 mins         *Activation Range:* touch  
*Activation cost:* 1                 *Duration:* Minutes

The ritual for this enchantment requires training an animal to attack and defend while inside a circle traced with mulberry juice. At the conclusion of the ritual the conjurer drags an animal collar over the circle and puts it on the animal. The enchantment is activated when the collar is touched and a command word spoken, after which the animal transforms into a larger and more feral version of itself.

The animal receives a +2 to its physical competence, +4 Health pips, a +1 AV, and +2 to natural attacks. It still listens to the commands of the activator so long as it is trained or

otherwise has a bond with her. When the enchantment ends, the first 4 Health pips of damage taken simply disappear.



### Mirour Hevelepter

#### Doppelganger

*Ritual cost:* 3                      *Difficulty:* 3  
*Ritual Length:* 6 hours         *Activation Range:* Self  
*Activation cost:* 1                 *Duration:* Hours

Often considered a Maleficia due to this enchantment's use in sinful activities, this enchantment enables the conjurer to transform herself or someone else into the spitting image of another, adjusting the activator's height, weight, gender and other cosmetic factors to completely emulate the original. At least 2 hours of this ritual must be spent observing the person intended to be copied. The conjurer must then procure an accurate likeness (either a skilled painter or a photograph) and fasten it over the reflective part of a looking glass. Personal effects of the person to be copied, such as hair or fingernails, must be affixed to the back of the looking glass.

The activator need only carry the likeness on her person and activates the enchantment by tearing the picture or photograph. At that moment the activator transforms into

a perfect copy of the original. Clothes and personal effects do not transform so suitable clothing must be provided to complete the transformation. The target's voice, manner of speech and other physical affectations are copied. Anyone trying to see through the disguise takes a 6 black dice penalty when using an appropriate skill.

### Na Godros

#### Mind-me-not

*Ritual Cost:* 1                      *Difficulty:* 1  
*Ritual length:* 15 mins      *Activation range:* Self  
*Activation cost:* 1                *Duration:* Minutes

The conjurer ritually prepares a gauzy strip of cloth to serve as a focus by placing it in an opaque container set with the appropriate names and whispering "look away" to it seven times a minute for seven minutes. When needed, the activator places the cloth over his eyes as if it were a blindfold. Once activated the person become unnoticeable; not invisible, but simply innocuous. By remaining still and quiet he can effectively hide in shadows if being searched for or blend into a crowd to avoid pursuit.

### Omri Tegenn-Kolonn

#### Dedicate Heartstone

*Ritual Cost:* 3                      *Difficulty:* 3  
*Ritual length:* 2 hours      *Activation range:* Touch  
*Activation cost:* 0                *Duration:* See description

Typically, heartstones can only be used by magicians. This enchantment enables a non-magician to use a heartstone to charge any device that requires quintessence to function. Unfortunately, as a non-magician lacks the ability to tap into the aether, any such heartstone must be pre-connected to a magical device; the non-magician may use a heartstone to power the device it is connected to, but may not use the quintessence within that device for any other purpose. The heartstone is still a heartstone and it is possible for a magician to draw out the quintessence within a dedicated heartstone to power other things. It's a common tactic for magicians attacked by a magic weapon to grab the weapon and drain the quintessence out of it, hopefully neutralising its most potent feature.

### Perthi Kov

#### Calling of Memory

*Ritual Cost:* 1                      *Difficulty:* 1  
*Ritual length:* 30 mins      *Activation range:* 10 yards  
*Activation cost:* 1                *Duration:* Minutes

The conjurer must ritually burn personal letters, historical accounts or journals (they need not be her own), and mix

the resulting ashes with essence of vanilla and onion juice. When this liquid is sprinkled over an area the activator gets a vision of the most exciting event to take place in the area in the last 48 hours. Violent acts always take precedence in the visions.

### Pystri Poppet

#### Proxy Target

*Ritual Cost:* 2                      *Difficulty:* 2  
*Ritual length:* 1 hour      *Activation range:* Touch  
*Activation cost:* 1                *Duration:* Minutes

This common enchantment creates a magical link between a target and a specially prepared effigy or doll. The doll must contain some actual physical material of the target (for example, hair, nails, a tooth or blood) and be as reasonable a likeness as the conjurer can produce; although it is sufficient to simply accentuate the target's most overt physical characteristics such as belly, height or glasses. Once the ritual is completed the doll serves as a connection between the activator and the target. Once activated, any spell that normally requires a range of touch or line of sight between the activator and the target can be cast on the doll instead. The spell then acts as normal in every other respect. Only one such spell can be cast on the doll before it becomes magically inert.

### Ranna Golok

#### Share Sight

*Ritual Cost:* 1                      *Difficulty:* 0  
*Ritual length:* 10 mins      *Activation range:* Touch  
*Activation cost:* 1                *Duration:* Minutes

A salve is prepared using the eyes of bird, mud and herbs. When applied to two people it allows one to see what the other sees. In each case one person is designated as the viewer and one the receiver. The receiver pays the activation cost. The effect lasts for a number of minutes equal to the activator's Resolve +1.

### Skrifwas

#### Amanuensis

*Ritual Cost:* 1                      *Difficulty:* 0  
*Ritual length:* 1 hour      *Activation range:* Touch  
*Activation cost:* 1                *Duration:* Instant

A blank book is ritually prepared and bound in yellow cloth or leather with the appropriate signs of air and knowledge. When activated the book can be touched to any printed document and it will instantly copy the contents, provided there is sufficient space.

### Slynk Kneus Slippery Skin

*Ritual cost:* 1                      *Difficulty:* 0  
*Ritual Length:* 1 hour        *Activation Range:* Self  
*Activation cost:* 1                *Duration:* Rounds

To perform this ritual the conjurer bathes in mud or oil and then attempts to climb a pole or slip through a small hole for an hour. The focus is a piece of cloth that was doused in some of the mud or oil used in the ritual. To activate, the activator simply rubs the cloth between her hands. Her skin and clothes become extremely slippery, effectively granting her a level in the Contortionist talent (this can be combined with the Contortionist talent for a total possible reduction of 3 difficulty levels).

### Soenell Charm

*Ritual cost:* 2                      *Difficulty:* 0  
*Ritual Length:* 2 hours        *Activation Range:* Self  
*Activation cost:* 1                *Duration:* Hours

This ritual requires the conjurer to be as well dressed as possible. She then crushes musk beetles while making introductions and witty statements. To activate this enchantment the activator must apply the crushed beetle powder somewhere around her head and shoulders (the neck and behind the ears are common spots). While this enchantment is in effect the activator may add 2 dice to social rolls.

### Sorr Thunor Thunor's Anger

*Ritual Cost:* 1                      *Difficulty:* 0  
*Ritual length:* 2 hours        *Activation range:* Touch  
*Activation cost:* 1                *Duration:* Rounds

To enact this ritual, the conjurer must collect rainwater from a raging thunderstorm. The water must be gathered into a small sheepskin bag about the size of a hand. The conjurer then sings hymns to Thunor (or any appropriate storm god) and at the end of 2 hours the ritual is enacted.

Once activated, the bag explodes into electrical energy when touching its target (this may be a melee attack or thrown; it can be combined with another weapon). The electricity itself does 8 dice damage. Once the hit is successful or the duration ends (whichever is sooner) the enchantment is dissolved.

### Torr Malfunction

*Ritual Cost:* 2                      *Difficulty:* 1  
*Ritual length:* 1 hour + (varies, see text)  
*Activation range:* Touch  
*Activation cost:* 1                *Duration:* Instant

The conjurer must ritually destroy a constructed marvel. This ritual takes at least one hour, but could take longer depending on the size of the marvel destroyed. One piece of the shattered remains serves as the focus of the enchantment. When touched to a functioning marvel of the same size or smaller it causes the affected marvel to cease working until repaired.

### Visour Den Yowynk Mask of Youth

*Ritual cost:* 2                      *Difficulty:* 0  
*Ritual Length:* 3 hours        *Activation Range:* Self  
*Activation cost:* 1                *Duration:* Hours

During this ritual the conjurer bathes in a milk bath with a liberal application of rosemary sprigs. The rosemary is then mixed into a perfume. To activate, the activator merely applies the perfume to her face. The activator then becomes an idealised version of herself, appearing 18-20 years old. All blemishes are removed and her skin is almost Eldren-like (presuming she isn't Eldren) and the activator gains the Beautiful/Handsome talent.

This enchantment is popular amongst aristocrats trying to get engaged, especially if a couple of social seasons pass with no prospects. As the activator gets older it becomes more difficult to pass herself off as a young person of twenty and thus this enchantment becomes more akin to a disguise. Many older, unscrupulous cunning folk use this enchantment to dupe a victim into letting his or her guard down.

### Wrynch Skrif License to Steal

*Ritual Cost:* 1                      *Difficulty:* 1  
*Ritual length:* 30 mins        *Activation range:* Touch  
*Activation cost:* 1                *Duration:* Minutes

A single page document is prepared in a short ritual during which it is inscribed with arcane symbols. Once activated anyone seeing the page and failing a resistance roll believes it to be an official document providing the appropriate credentials to the bearer.



## ~ BARDISM ~

*"Elphin of the remarkable qualities,  
Grieve not for your catch.  
Though I am frail here in my bunting,  
There are wonders on my tongue.  
You must not fear greatly  
While I am watching over you.  
By remembering the name of the good archon  
None can overcome you."*

– Attributed to Taliesin, Master of Bards,  
in *Dehuddiant Elphin*

Bards are poets, singers and scholars. Historically in Britain they were associated with the Green Faith and the Fae. In more modern times, bardism has evolved past the traditional role of troubadour and is open to anyone that can charm an audience. A charismatic business leader, government official, military officer, religious figure or revolutionary leader may use bardism to influence others. Several socialites are also bards, utilising the tools of gossip and innuendo to influence people within their social circles.

While bardism has great similarities with sigil magic, its traditional association with paynim priests and petty conjurers has led the Guild to classify bardism as petty conjuring. The fact that non-traditional bards often use their magic to ignite rivalries and scandals has done little to sway the Guild's opinion otherwise.

### NEW TALENT: BARD

As a bard you have been trained, typically through apprenticeship, to use words and music to magically alter your audience's perceptions, emotions, and thoughts. You may use the Undertone magical skill. You begin play knowing 3 BP worth of undertones. You may purchase additional undertones at 1 BP each, or raise an undertone you already know by 1 die per BP (up to a limit equal to your Resolve). After adventurer creation undertones cost double (1 BP = 2 XP).

### NEW MAGICAL SKILL: UNDERTONE (RESOLVE)

Undertones are chords hidden within a musical piece, conversation or public speech, as they are designed to connect the listener to the aether and subtly manipulate the listener's aetheric pattern. In addition, this skill can be used as a knowledge skill for other bardic and similar traditions.

## Performing Undertones

To become a bard one must have the Bard talent and the Undertone magical skill. In addition to the Resolve needed to activate undertones, a bard also needs a good 'performance' skill (use the 'Make Me an Offer' rule to sort the proper skill) to attach undertones to her audience. The attribute and skill may vary, but the skill must be a specialty or group skill.

Bardism typically requires a ritual in order to weave an undertone. This could be a musical performance, oratorical



speech or simply gossiping during an upper class gathering. Typically, the bard must engage in the ritual for at least 10 minutes, after which she may cast her undertone. Preparing an undertone costs 1 quintessence point per die, so a bard wishing to prepare Anger with a 2 dice effect must spend 2 quintessence points.

In order to activate the undertone, the bard must make a successful (2 successes) appropriate Attribute + Skill roll. The bard must also decide how many people she wishes to affect; she may affect up to a number of persons equal to her Resolve (remember, this is separate from the performance itself – it's the attachment of magic). She must also pay a quintessence cost equal to the number of people she wishes to affect. The bonus conferred on the target is equal to the performance's successes -1, to a maximum of the preparation level.

**For example:** Mark Cole wishes to cast Rage with a three-dice effect on 3 people. He spends 3 quintessence points and makes his preparation roll. When he activates the undertone, he only gets 3 successes on his Wits + Politics roll. Since his 3 successes -1 = 2, Cole is only able to affect his audience with a two-dice Rage. Had he gotten 5 successes (5-1=4), he would still only affect his audience with a three-dice Rage effect, since he only prepared Rage at that level.

If the target wishes to accept the bard's undertone, then no resistance roll is necessary. If the target wishes to resist, then she may make a Resolve roll. If she beats the bard's activation roll, then the undertone does not work on her (although it may still affect others). The Gamesmaster may allow an appropriate skill or other modifiers if appropriate.

**For example:** Sir Tristan is listening to Mark and Mark wishes to affect him, but Sir Tristan is politically opposed. The Gamesmaster allows Sir Tristan to use his Politics skill in addition to his Resolve, and also grants him +2 dice for being upper class (as Mark Cole is lower class). Sir Tristan rolls 7 dice (Resolve 2, Politics 3, class bonus 2) and gets 3 successes. As Cole also got 3 successes, Sir Tristan is not affected.

### Sound Bite

Sometimes a bard may wish to use an undertone when there is no time to perform a ritual, such as a sudden attack by enemies. In this case, she may opt to use a 'sound bite,' which is a key phrase that is recognisable to those whom she wishes to affect. Typically, this adds 6 black dice to her Resolve + Undertone roll, but the Gamesmaster may reduce this to 3 black dice if the bard uses a well-known phrase or something she's previously performed for her audience ("Remember what she did to poor Lord Hammich!" or "Once more unto the breach!" for example).

Gamesmasters should allow sound bites only if they seem practical. An English bard attempting to rally Patagonian villagers probably needs the full 10 minutes, and a bard using "Remember the Alamo!" probably isn't going to sway her Mexican audience in the way she intended. A Gamesmaster can also increase the difficulty if the sound bite is not well-known or particularly relevant, or she may require the bard to make an appropriate knowledge skill roll to find a relevant sound bite.

### Group Undertones

Rather than influence a handful of individuals, a bard may wish to influence an entire audience at once. This is handled using the Mob rules in the *Victoriana Core Rulebook*. The bard, with assistance from the Gamesmaster, may determine the size of a mob (it's possible to have several 'mobs' within the same audience) with each mob counting as one individual in terms of quintessence cost. Mobs may be determined geographically (where they are in relation to the bard) and/or qualitatively (commonalities amongst the group). Note that, the bigger the mob, the more difficult it will be to sway it; it's usually in the bard's best interest to accept a larger quintessence cost and sway mobs of more manageable sizes. Mobs always resist with Mental Competence.

The Gamesmaster may assess black dice penalties for separate mobs within a group based on the nature of the undertone and any distractions particular to the mob. A revolutionary leader inciting dockworkers to burgle local businesses would probably have difficulty swaying shopkeepers in the audience, while dockworkers way in the back of the gathering may have a hard time hearing the bard over shouts of support. In general, 'named characters,' such as allies and villains, shouldn't get lumped in with a mob; they always require an individual quintessence cost.

### Effect

While undertones are labelled as emotions, it is just as critical to label the act and the object, both of which are determined by the bard when preparing the undertone. The act should be construed a bit more narrowly than the object, but in most cases the labelling will be sufficiently narrow for the undertone to take effect. As with sigils, an undertone provides either a dice benefit or black dice penalty on all actions related to it. The Gamesmaster makes the ultimate call as to when the undertone affects a dice pool.

**For example:** Mark Cole is using Anger to incite people against their "bourgeois oppressors" (the object) by looting and

destroying goods being unloaded on the docks (the act). The Gamesmaster allows anyone swayed by Cole to add 2 dice to rolls related to the looting, as well as to combat rolls against anyone trying to stop it.

As the target is spurred on by the emotion, any action he takes that seems to run contrary to that emotion requires a Resolve + Concentration roll with a number of black dice equal to the strength of the undertone. If the target gets 1 success then he may take the action. If the target gets a good success (3 successes) then he is no longer under the effect of the undertone. Similarly, the target can make this roll if someone tries to talk him down or otherwise reason with him.

*For example: Darren Keller is under the effect of Cole's Anger undertone. While he is angrily smashing boxes an acquaintance, Melissa Reed, runs onto the docks to try and talk some sense into him. She's accosted by mob members who believe she's trying to harm "one of them." Keller wants to protect her, but the Gamesmaster rules that this is a contrary act. Keller needs to succeed in a Resolve + Concentration roll with 2 black dice in order to intercede.*

## Duration

An undertone's effect lasts for the duration of a scene. This need not be the exact scene where the undertone was cast, but it should be shortly thereafter. If a swayed target leaves the scene or is otherwise removed from the main action then she is no longer under the undertone's effects.

*For example: Mark Cole cast Anger while rallying disgruntled dockworkers in a warehouse a block from the docks. He implores them to destroy and loot the goods on the docks. While technically 'being at the docks' is the next scene, the undertone bonuses kick in as the crowd reaches the docks.*

## Bardism and Reputation

One's reputation can affect undertone rolls. It's much easier to believe that a notorious baron is capable of the gossip he is being accused of committing, while it may be difficult to believe that a proper lady is capable of an outrageous act. In such cases, reputation is applied to the activation rolls, as some may be swayed while others aren't and reputation means different things to different people.

## Undertones

The following is a sampling of undertones; theoretically there is an undertone for every emotion. For each, the bard decides whether the targets gain dice or black dice.

The examples given here are just that; there are many interpretations for each undertone.

**Anger** – add dice when attacking the object.

**Confidence** – add dice when accomplishing a goal.

**Contempt** – add black dice when the object uses a social skill on you.

**Courage** – add dice to resist fear or break ranks.

**Defeat** – adds black dice when in combat.

**Defiance** – add dice when standing up against an aggressive foe (not necessarily in combat).

**Desire** – add dice when attempting to acquire an object.

**Despair** – add black dice when making an opposed tests.

**Determination** – add dice to remain conscious, resist fatigue, or finish a hard task.

**Envy** – add black dice when dealing with the person with whom you are envious.

**Fear** – add black dice on any attempts to resist intimidation or fear tests.

**Friendship** – add dice when aiding the object.

**Frustration** – add black dice to Concentration rolls when dealing with the object.

**Hate** – add dice when acting indirectly against the object.

**Jealousy** – add black dice to social rolls involving the object.

**Joy** – add black dice when resisting requests from the object.

**Love** – add black dice when helping the object.

**Lust** – add black dice to any roll that resists or keeps you from the object of your affection.

**Outrage** – add black dice when dealing the object requests your assistance.

**Pacify** – add dice to cool down a situation.

**Rage** – add dice when attacking the object.

**Sadness** – add dice to social rolls when upsetting someone.

**Shame** – add black dice to social rolls when defending your character.

**Shyness** – add black dice to Charm and Conversation rolls.

## ~ SHAMANISM ~

*'Let us be silent, that we may hear the whispers of the archons.'*

– Ralph Waldo Emerson

It is a well-known fact that there exist numerous beings that, while intelligent, are fundamentally different in nature from the sapient races. The most well-known of these are the archons; *Bullfinch's Celestialogy* enumerates many. Some are associated with the Aluminat, either amongst the Heavenly Host or the Pale Legion, but this hardly encapsulates all of the archons that sapient races have dealt with over the centuries.

What remains are usually considered to be Old Gods of the paynimry, although some within the Aluminat believe them to be but mere masks of demons or devils. The fact that some paynim magicians make pacts with such archons in a similar manner to demonic contracts (which is really just a subset of Shamanism) has only increased Aluminat suspicion. Thus, the Church has attempted to drive out their worship wherever it can; but some still remember the old ways and others are learning the pure practicality of dealing with strange archons.

It is a matter of scholarly debate as to whether the shaman truly contacts an archon or merely some aspect of it; certainly there have been cases of multiple shamans simultaneously being inhabited by the same archon. That said it is not beyond the power of the archons to be in more places at once and most of the more powerful archons have lesser archons that act as intermediaries. It may be that a shaman is merely touched with the essence of an Old God, but whatever the source, the end result is the same: the shaman gains power through the pact.

## Making a Pact

The archons of the paynimry are eager for a chance to once again influence the world, to settle old scores or even to simply walk in it as they once did before the waning of their might. To this end, they are willing to make pacts with mortals, to share a bit of their power in exchange for being indulged. The terms and exact practices vary from each tradition, and from each archon to the next, but what follows is a basic outline for how that process works.

First, a shaman must have the Shaman talent. She creates an altar dedicated to the archon in question. Frequently ritual dress and props are also needed. Appropriate sacrifices must be made and a respectful invocation given. The shaman lays out what she wants from the archon, knowing already what the archon will expect in return. At this stage, the shaman enters trance like state, either from ingesting drugs or meditative techniques, which makes her more receptive to the archon's essence.

The shaman contacts the archon with a Resolve + Shamanism roll (the difficulty is listed with each archon). It's possible to reduce the difficulty if the ritual is performed in an ancient sacred space, such as the foundation of a ruined temple or inside a stone circle – such reductions are usually 1 to 3 black dice. While the archon will answer on a successful roll, the archon is not compelled to create a pact. A shaman should be prepared to argue her case; this likely requires an appropriate Presence + social skill roll. The Gamesmaster should assign black dice based on the circumstances, although usually no more than 6. Should the archon be willing it enters the shaman, granting her a measure of ability in exchange for the chance to experience the world through mortal flesh and other considerations. This lasts for a number of hours equal to the shaman's Resolve.

### NEW TALENT: SHAMAN (5 BP)

You have been initiated into the belief structure of a sect or cult that worships or interacts with the archons. You are an acceptable shaman for archons when entering into magical pacts. You may only enter into pacts with archons associated with your sect or cult. You know one pact. If you select this talent more than once you know how to enter into an additional pact each time you take it.

### NEW MAGICAL SKILL: SHAMANISM (RESOLVE)

You are able to contact the Old Gods, or remnants of them, and make pacts that grant you temporary power in return for allowing the archon to experience the world through you. In addition to making shamanic pacts, this skill can be used to recall information about regional shamanistic cultures and traditions. Used as a complementary skill with Empathy, you can determine not only what archon resides within an individual but also that archon's identity.

A shaman may not call upon another archon while being possessed by another. A shaman may prematurely end a pact, but this risks angering the archon in question. The result of that is left up to the Gamesmaster.

## Shamanic Traditions

Numerous traditions still practice pact magic despite the efforts of the Aluminat Church to wipe them out. It should be noted that many of these traditions are at least nominally at odds with one another. Archons whose spheres of influence overlap do not often like one another, and a shaman may find himself at war with another if he is not careful of where and how he acts. The geographical centres that the various traditions cover can limit this, but the shaman should still be aware that he may find himself acting out an ancient feud.



The traditions below include sample pacts, but players can create their own with consultations from the Gamesmaster. Each pact uses the following format:

### Archon Name

**Personality:** This describes the Archon's personality or role.

**Cost:** This is the cost paid by the shaman in quintessence to open himself up to the archon. The greater the cost the more power is given. As a rough guide, for 1 quintessence raise one attribute by 2 or two skills by 3, special powers such as the ability to use magic costs 2 quintessence. If the Archon grants the ability to use magic, the shaman must still pay the cost in quintessence but need not have any of the normally required privileges, materials or preparation time.

**Difficulty:** The number of black dice rolled when making the Resolve + Shamanism roll.

**Ritual Time:** How long the ritual takes to contact the archon.

**Ritual:** The ritual elements needed to invoke the archon.

**Compulsion:** What the shaman is compelled to do while being ridden by the Archon.

**Boon:** The shaman receives these benefits. The shaman may substitute her Shamanism skill for any Magical Skill when using a spell or magnetic ability granted by a boon. Spells and abilities granted by boons require no quintessence to use, as the power comes from the archon. Note that these boons are examples; it's possible for archons to offer other boons.

## The Aesir

Followers of the Aesir flourished in Central and Northern Europe, and later in parts of the British Isles and Normandy. It is a faith that celebrates warriors and combat. British followers of the Aesir call upon the Anglo-Saxon pantheon as described in *Bullfinch's Celestialogy*.

### Eostre

**Personality:** Eostre is a bright and winsome personality. She is the beginning and the resurrection.

**Cost:** 8

**Difficulty:** 3

**Ritual Time:** 2 hours

**Ritual:** Eostre only comes in the spring of the year, and never before the last frost. Garlands of flowers and sweet smelling herbs should bind the space the shaman uses to call upon her. She accepts the sacrifice of an egg, a rabbit, or a dove.

**Compulsion:** Eostre is happy and so is her shaman. The shaman is compelled to talk, a lot, and must stop to notice every new flower or small animal.

**Boon:** Those ridden by Eostre gain the Regeneration special quality.

## Loki

**Personality:** Loki is a liar. That is all he does. He is full of deception and malice and will try to harm others through treachery simply for his own amusement.

**Cost:** 8

**Difficulty:** 3

**Ritual Time:** 2 hours

**Ritual:** Loki has been banished to the Pale. Even getting a tiny aspect of him to pay attention and comply with a shaman is difficult. Loki requires a human sacrifice, one killed through deception of any kind, preferably with fire. If such a sacrifice is dedicated to Loki he will lend what power he can to the one who calls.

**Compulsion:** A shaman ridden by Loki becomes fascinated with fire and spreading fire. Further, he cannot give a direct answer to any question and must, instead, deceive at every opportunity, even over the most trivial of matters.

**Boon:** Loki grants a +4 bonus to any Wits-based skill used for the purposes of deception.

## Thunor

**Personality:** Thunor is boisterous and combative, as befits the archon of thunder and storms. He loves to fight, drink, and revel. He will defend the weak whenever he can.

**Cost:** 8

**Ritual Time:** 2 hours

**Difficulty:** 6

**Ritual:** Thunor requires the sacrifice of a great quantity of mead and roasted flesh. He is best invoked during a storm while holding a war hammer.

**Compulsion:** Thunor defends the weak and will not attack any foe he feels is an unworthy challenge. In combat, he always chooses the largest or most well-armed foe. He will not surrender or retreat, even in the face of death. He compels those he rides to drink to excess and to fight.

**Boon:** Thunor grants a +2 to Strength, the ability to use the enchantment *Sorr Thunor* at will (costing one action), and +3 to Intimidate.

## Wayland

**Personality:** Wayland is the archon of metalworking and smiths. He loves nothing more than to be at his forge working.

**Cost:** 4

**Difficulty:** 0

**Ritual Time:** 30 minutes

**Ritual:** Wayland must be invoked at a forge or other place of metalworking. The shaman must dress as a blacksmith and be covered with grease and soot. Blood shed on hot coals is all the sacrifice he requires.

**Compulsion:** Wayland wants to work. He wants to feel the heat of the forge and hear the ringing of metal. Once

invoked the shaman must spend the time working on metal.

**Boon:** Wayland grants a +6 bonus to any two skills used to create or repair items made of metal, including marvels.

## Classical Myth

The Classical or Roman pantheon once dominated the world around the Mediterranean Sea. Although the worship of these archons is not widely practised some, especially those with and education in the classics, still call upon them. Of all the archons one might make a pact with, these can be particularly dangerous. They are known to resent the rise of the Aluminat faith and may seek to use the pact to work their will against it.

### Minerva

**Personality:** Minerva is a wise and reserved woman of great presence.

**Cost:** 4

**Difficulty:** 0

**Ritual Time:** 30 minutes

**Ritual:** Minerva must be summoned under the light of a full moon. The shaman should be in a trance like state, meditating on beauty, mathematics or a great truth.

**Compulsion:** Those ridden by Minerva can do no harm to any work of art or to any artist nor can they destroy or harm any source of education.

**Boon:** Minerva grants either a +4 bonus to one type of Lore checks or one type of Art check.

### Nemesis

**Personality:** She is the personification of divine justice. She is the voice that whispers to the guilty that they will be caught. She is the sound of footsteps behind you in the dark when no one else is there.

**Cost:** 8

**Difficulty:** 3

**Ritual Time:** 2 hours

**Ritual:** Calling Nemesis is a dangerous thing. She lives for revenge. To summon her, the shaman makes an effigy of the target of desired revenge and then destroys it in a ritual dedicated to Nemesis. If the shaman's heart is truly full of revenge she will come and assist. If judged unworthy of her help, however, she turns her powers against the shaman for disturbing her.

**Compulsion:** While being ridden the shaman hungers for revenge. She takes revenge on anyone that may have slighted or harmed the shaman (or the person for whom the shaman called on the pact). Should the shaman have no enemies, then she assists any nearby in need of her aid.

**Boon:** Nemesis grants a +4 dice pool bonus on any roll used to find the target of desired revenge. She also grants a +2 dice pool bonus on attacks against that person.

## Neptune

**Personality:** Neptune is the archon of the sea. He is somewhat bitter toward the other archons of his pantheon and does not work well with them. He can be moody and has a violent temper.

**Cost:** 8

**Difficulty:** 3

**Ritual Time:** 2 hours

**Ritual:** To call Neptune, the shaman must strip naked, call his desire for a pact to Neptune, and attempt to drown himself in seawater. Neptune will not let the shaman drown, but it is in this state that he communes.

**Compulsion:** The shaman must travel by water and cannot abide dry land. The exception to this is if the shaman rides a horse. Neptune has a particular dislike for boats, chapels and other places associated with the sea but dedicated to someone else. He compels his shaman to mar or destroy them.

**Boon:** Neptune grants the shaman the Fluid Body, Protean (flowing through cracks only) and Water Breathing Qualities for the duration of the pact. The shaman may shift between her normal self and the granted boons at will.

## Jupiter

**Personality:** Jupiter, or Zeus, is the Father of the Olympians. He is self-righteous, quick to anger, and lustful.

**Cost:** 8

**Difficulty:** 6

**Ritual Time:** 2 hours

**Ritual:** Jupiter requires that his shamans speak Latin or Greek when calling upon him. If a place of the worship of Jupiter is not available, any high place under an open sky will do. A ram must be prepared on an altar for sacrifice, its blood anointing the shaman. Jupiter himself will light the fire when he accepts the Pact.

**Compulsion:** Although his lust and arrogance is the most obvious outward expression of his presence, Jupiter wants to do more than walk the world the way he once did. Jupiter wants to shame the Aluminat and bring people once again to his worship. A shaman must either desecrate a holy site, assault a leader of the Aluminat Church, or compose a work of art dedicated to Jupiter before the end of the pact.

**Boon:** Jupiter grants a +2 bonus to Presence. While being ridden by Jupiter the shaman can use the Aer Telum operation at will for the duration of the pact.

## The Ecstatics

Ecstatics are those members of a sect of the Aluminat faith who work themselves up into frenzies in their worship. This typically manifests as shaking, speaking in unknown tongues, or laughter.

They are most common in the New World, being associated with various revival movements in the United States and Central America, but some small gatherings do exist in Europe. Ecstatics call upon the Heavenly Host to aid them in their worship.

## Barachiel

**Personality:** Barachiel is the angel of technology and lightning.

**Cost:** 8

**Difficulty:** 6

**Ritual Time:** 2 hours

**Ritual:** Barachiel is invoked by constructing a music box dedicated in his name. The music should be used to put the shaman into a meditative state.

**Compulsion:** Barachiel will only enter into a pact if the intent is to build or repair machines that will be used in the fight against the Pale Legion or to defend the faithful against other threats. He compels the shaman to work without ceasing, during which time the shaman feels no fatigue or pain. However, when the pact is finished the shaman feels it all.

**Boon:** Barachiel grants a +3 bonus to Ad-hoc Repair and Engineering skills and the ability to cast *Fortitude Fumus* and *Restituo* at will.

## Gabriel

**Personality:** Gabriel is the angel of communication and fire, the one most likely to speak to sapient.

**Cost:** 4

**Difficulty:** 0

**Ritual Time:** 30 minutes

**Ritual:** Gabriel is invoked by the burning of incense on an open flame and meditation.

**Compulsion:** Gabriel wants little, but gives little in return. He will help deliver a message or interpret one, but cares little about anything else. His fiery wrath he saves for his own targets.

**Boon:** Gabriel grants the shaman the ability to speak in any sapient language and the ability to cast *Hwystrenn* at will for the duration of the pact.

## Raphael

**Personality:** As might be expected, Raphael is judgemental and harsh on anyone or anything that does not live up to his exacting specifications, which covers just about all of creation.

**Cost:** 4

**Difficulty:** 0

**Ritual Time:** 30 minutes

**Ritual:** A long and complex prayer that lists the crimes that have been committed against the shaman or the crimes the shaman needs to address calls Raphael. Should the case be made, Raphael enters the supplicant and assists in addressing those crimes.

**Compulsion:** Raphael forces the shaman to judge herself and her actions critically. Raphael will compel a shaman to address any shortcomings or flaws found in herself or her companions.

**Boon:** Raphael grants the ability to know truth from deception. For the duration the shaman can judge these things with absolute clarity, including seeing through magical illusions, gaining an immunity to magical compulsions and the ability to detect lies.

## Raziel

**Personality:** Raziel is taciturn, giving nothing away in either word or deed. The only impression he makes is as a cipher.

**Cost:** 4

**Difficulty:** 0

**Ritual Time:** 30 minutes

**Ritual:** Raziel's call is a three-stage ritual in which the shaman must cover his eyes and swear to see no hidden

thing, cover his ears to hear no hidden thing and close his mouth so as to not speak any hidden thing.

**Compulsion:** Those ridden by Raziel do not speak more than they must. Nor do they share any information beyond what is necessary, and even that only reluctantly. Raziel dislikes the revelation of information, and will not allow the shaman to tell any secrets while he abides.

**Boon:** Those ridden by Raziel have *Saint's Sight* active for the duration.

## The Green Faith

The Green Faith was the traditional faith in Western Europe before the coming of the Aluminat. It is strongly associated with Fae creatures and hedge magic and remnants of it can still be found among otherwise devout Aluminat followers in rural areas of the British Isles and France. The Green Faith calls upon the Celtic pantheon for its pacts.

## Cerrunnos

**Personality:** Cerrunnos is the archon of the wild. He is taciturn, but mercurial and can turn quickly to haunting mocking laughter. He delights in the chase and gives no quarter to his foes.

**Cost:** 8

**Difficulty:** 3

**Ritual Time:** 2 hours

**Ritual:** Cerrunnos must be invoked in the wilderness after dark. The shaman should wear antlers or horns and be clad only in skins. A wild animal should be sacrificed.

**Compulsion:** When being ridden by Cerrunnos, the shaman





speaks no more than is necessary, walks quietly and is constantly looking for danger. He disdains clothing other than armour and will only eat what he finds or kills himself. Immediately after donning Cerrunos the shaman must choose a target and begin hunting it down. Should the hunt end before the duration of the pact, another target must be chosen.

**Boon:** Cerrunos grants a +3 to Navigation and Tracking. Also he allows the use of the enchantment *Gul War-Iergh Enyoal*, but limited to a beast of prey.

### Lugh

**Personality:** Lugh was once a mortal who earned his way into the spirit world through bravery. He manifests as a young human, zealous for battle.

**Cost:** 4

**Difficulty:** 0

**Ritual Time:** 30 minutes

**Ritual:** Lugh is called by reciting a song of battle and the outpouring of strong drink upon a spear dedicated to his use.

**Compulsion:** Lugh wants to fight. Whether it be a desperate battle against great darkness or just a friendly bout between comrades, Lugh wants to fight. Those ridden by Lugh will seek out these fights, or start them.

**Boon:** The spear used in Lugh's summoning ritual becomes a magical item that the shaman can use with supernatural accuracy; whether throwing the spear or using it in melee, all attack rolls gain a +3 bonus.

### Manannan mac Lir

**Personality:** The son of Lir is an active fellow, fond of jokes and pranks.

**Cost:** 6

**Difficulty:** 3

**Ritual Time:** 1 hour

**Ritual:** The shaman must perform a dance along the seashore at either high tide or low, accompanied by flutes, lyres or bells. He almost all was answers, for he is fond of a chance to play in the mortal world.

**Compulsion:** Shamans ridden by Manannan dance more than walk, and sing and laugh more than talk. They are not mean spirited, but cannot resist jokes and tricks, even at another's expense. If travelling away from the sea the shaman becomes nervous and uncomfortable, always looking back toward the sea and returning there at the first opportunity.

**Boon:** Those ridden by Manannan mac Lir can breathe underwater for the duration. They also receive a +3 dice bonus to Conceal, Pick Pockets, and Sleight of Hand skill rolls.

### Morrigan

**Personality:** Morrigan, or the Great Queen, is the goddess of battle strife and fertility. She is associated with ravens.

**Cost:** 8

**Difficulty:** 6

**Ritual Time:** 2 hours

**Ritual:** Morrigan must be invoked on the site of a battle or other violence. The shaman must be clad only in a cloak of black feathers and carrying a weapon. She requires the sacrifice of a black calf in her name.

**Compulsion:** Morrigan's needs are simple. She wants her shaman to fight. If the shaman has an enemy in mind when she invokes the pact then Morrigan will do everything she can to compel the shaman to that enemy as quickly as possible. She is impatient for the shedding of blood, and if the shaman is not careful when making the pact Morrigan will not be choosy about whose blood it is.

**Boon:** Morrigan grants +2 to Strength, any two combat skills by +3, and immunity to sharp melee weapons. Engaging in sexual activity while being ridden by Morrigan always results in a pregnancy.

### The Nataruw

In ancient Egypt the Nataruw held sway of the cycles of fertility and life and death and destruction. While most magics associated with the ancient land fall into the disciplines of thaumaturgy and conjuration, some few retain an older means of interacting with the gods directly.

### Amon-Ra

**Personality:** Amon-Ra is the chief of all the Nataruw and lord of the sun and sky. As the king is to the people so is Amon-Ra to the gods.

**Cost:** 8

**Difficulty:** 6

**Ritual Time:** 2 hours

**Ritual:** Amon-Ra, as all the Nataruw, requires that his shaman speak in the old tongue of Egypt when calling upon him. The shaman must bear himself, naked, to the midday sun for several hours, during which time he may take no food or drink. Finally the shaman must stare directly into the sun; if he does not go blind then Amon-Ra has accepted the pact and will enter in.

**Compulsion:** Amon-Ra is regal in his bearing and speech, and requires suitable clothes to wear in this world. While being ridden the shaman may not submit to the will of any other, but may follow the just precepts of the law. Further, he may not violate the laws of civilisation, as Amon-Ra interprets them.

**Boon:** Amon-Ra grants a +2 bonus to Presence. While being ridden by Amon-Ra, the shaman has an additional +2 bonus to any skills based on social interaction or command.

### Geb

**Personality:** Geb is a truly ancient spirit. His age is a palpable force, and all who are in his presence feel the weight of years like layers of earth burdening them down.

**Cost:** 8

**Difficulty:** 6

**Ritual Time:** 2 hours

**Ritual:** Geb is not easily called. He requires a would-be shaman to bury himself in the earth at least up to the neck. There he must be still and wait, meditating on Geb. If Geb chooses to respond the shaman will have the strength to break free of the earth. If not, he better have an assistant at hand.

**Compulsion:** Geb does not want to be clean, and his shaman must be coated in dirt at all times. Nor does he speak, but occasionally gives out deep and mocking laughs for things that only Geb finds funny, usually the misfortune of others.

**Boon:** Geb grants a +2 bonus to Strength and Fortitude.

### Isis

**Personality:** Isis is the ideal mother or wife and is a patron of nature and magic.

**Cost:** 6

**Difficulty:** 3

**Ritual Time:** 1 hour

**Ritual:** Isis requires little more than intent from her shamans. She only comes to heal and protect the injured.

To gaze upon her image, to light a bit of incense and to call on her name is usually sufficient for her to enter a pact. While she has a preference for females, she accepts males provided they have the right intent.

**Compulsion:** Isis is a peaceful being. When being ridden a shaman may not take violent actions against another living thing. Isis is feminine in the extreme. While being ridden a shaman must wear appropriate female clothing and adornment, regardless of gender.

**Boon:** While being ridden the shaman can use the Goetic ability *Heal*.

### Sobek

**Personality:** Sobek is a crocodile headed god with a personality as fluid as the Nile he calls home. Most often when invoked he is called on for his military prowess.

**Cost:** 8

**Difficulty:** 3

**Ritual Time:** 2 hours

**Ritual:** To call on him the shaman must submerge himself in free running water or a large lake. While meditating on the beauty and power of Sobek the shaman allows himself to drift into the water, making no effort to hold his breath. At the point of drowning Sobek will enter the supplicant if he is found worthy.

**Compulsion:** Sobek is a being of gross physical appetite. He requires his host to seek out gorge himself on food, sex or battle while being ridden.

**Boon:** A shaman ridden by Sobek has a 10 Swim speed regardless of his Dexterity. Further he gains a +2 bonus to Fisticuffs (more specifically to wrestling) and Tactics.



CHAPTER IV  
PSYCHODUNAMY



## CHAPTER IV PSYCHODUNAMY

*'All beings whilst they are awake are in one common world: but each of them, when he is asleep, is in a world of his own.'*

- Plutarch

that this could perhaps account for why magic was so strong back then and why magic today requires so much study and practice to achieve even a fraction of what had previously been possible.

Psychodunamy, or magnetism, is amongst the eldest of magics. It is said that before the Great Cataclysm most sapient beings had at least some degree of magnetic ability and

Sceptics, however, are quick to point out that magicians with magnetic abilities don't seem to learn new spells any more easily or quickly than their non-magical brethren.

### New Talents

#### MAGNETIST

You have one magnetic ability, but you need to buy the corresponding magical skill to make use of it. You can purchase the skill as you would any other Magical Skill in adventurer creation. If you select this talent more than once, you gain a further ability or you may lower the difficulty of a magnetic ability you already have by 1 (you may do this twice; difficulties can never be lower than 0).

This talent covers all forms of magnetism and effectively replaces the Clairvoyant, Goeticist and Spiritualist talents in the Victoriana Core Rulebook. It is extremely rare for adventurers to have magical abilities from more than one form; the Gamesmaster has the final say in whether an adventurer can have abilities from multiple forms of magnetism.

#### PARAGON

This talent may only be taken once you've reached the third cog of Order. You have proven yourself a worthy Templar of Order and as such the Ophanim have blessed you. You may ignore any cog penalties when using up to one die's worth (6 pips) of your quintessence to fuel magic. This talent may be taken multiple times, up to a limit equal to your current quintessence dice.

### New Magical Skills

#### ANIMISM (PRESENCE)

Animism covers the aetheric connection between a sapient and animals. The animist is closer to the animal world than most other sapient beings; she can command and manipulate animals in ways a circus trainer could only imagine. Such a

connection often makes the animist more sensitive towards animals although this manifests differently amongst animists; one animist may be drawn to vegetarianism out of respect for animals, while another may hunt and eat raw meat because of her affinity for carnivores. Whenever the animist is in the presence of animals she may make a Presence + Animism roll to determine the animal's mental state in a manner similar to an Empathy roll.

#### DAEDALISM (PRESENCE)

This skill governs the control a Daedalan has over her powers. Daedalans have an affinity for the complexities of machines and can push them to the limit, and a little more, beyond their design parameters. Daedalans can't use this skill to substitute for Engineering skills but they can use it to determine how much magic is being used to power a particular machine with a Wits + Daedalism roll.

#### FRENDALISM (PRESENCE)

This skill governs the bond between a Frenalist and her Frenal lizard, which goes beyond the bonds of Animism. A Frenalist can use Wits + Frenalism in place of Animal Handling when dealing with Frenal lizards. As with Animism, a Frenalist can make a Presence + Frenalism roll to determine a Frenal lizard's mental state in a manner similar to an Empathy roll.

#### MYSTICISM (PRESENCE)

This skill governs the amount of control a mystic has over her powers. Unlike other magnetists, the mystic learns to channel the quintessence through her body to accomplish incredible physical feats. As a true mystic must undergo rigorous training, this skill also represents a character's knowledge of mystic and unarmed training techniques from around the world.

While the most common forms of magnetism on the Continent are clairvoyance, goeticism, and spiritualism, there are other forms. Animism is often found in rural and wilderness areas, while mysticism is most common in Central Asia. A variant of animism, Frenalism, has become prominent amongst the upper class, while Daedalism has risen to prominence with the industrial revolution.

Two other magnetic forms - mesmerism and oneiromancy - are officially considered Maleficium and adventurers with such magnetic abilities should seek a Maleficium licence from the Guild. While adventurers using benign abilities from these forms won't be prosecuted, such use is indicative that the adventurer may be hiding more nefarious magnetic abilities.

This chapter introduces these new forms of magnetism and adds new abilities for those found in the *Victoriana Core Rulebook*. Whilst some of these new forms of magnetism are more common elsewhere in the world, all can be found amongst the sapient of Western Europe. In addition, magnetists can use magnetic rituals to enhance their abilities.

## ~ MAGNETIC RITUALS ~

A magnetist can generally use a magnetic ability instantly, so long as she can pay the quintessence cost. Some magnetists, however, choose to focus their abilities through the use of special tools and ritual actions. A clairvoyant may use tarot cards to 'glimpse' the future, a spiritualist may light candles and invite the friends of a deceased spirit to perform a séance, a goeticist may hold her cross and pray, a mystic may perform a kata and an animist may meditate on nature.

The actual type of ritual is immaterial; the quintessence still comes from the magnetist. Magnetic rituals are simply mental exercises designed to focus the magnetist's mind and enable her to better perform. Thus, there are a variety of different methods a magnetist may use to focus her abilities, but they all lead to the same result. Regardless of the method, the magnetist must spend at least 10 minutes using them before the bonus takes effect.

The use of a magnetic ritual allows the magnetist to add her Concentration as a complementary skill to her next use of a magnetic ability.

*Example: Fiona Cunningham wants to perform Know Living History and decides to do a tarot reading in front of the*

*person on whom she is using her ability. After 10 minutes of shuffling, reading, and interpreting a tarot spread, Fiona rolls her Presence + Clairvoyance + Concentration to use her Know Living History ability.*

A magnetist may use a divination deck (see **CHAPTER II - Sigillum Inscriptio**) as part of her magnetic ritual. While the effects don't stack, the result of a divination deck may colour the use of the magnetic ability.

*Example: Fiona is using her tarot divination deck while using her Know Living History ability. She pulls The Lovers and, while she is successful in learning whether the target was on a certain locomotive train last night, she also gets a vision of the sordid details of his last relationship.*

## New Clairvoyant Abilities

### Hypersensitive Hearing

*Difficulty: Variable*

The clairvoyant can amplify her hearing through the aether, picking up and understanding the minutest sounds. She can listen in on whispered or muffled conversations so long as there is a chance, no matter how small, it might be heard.

The Gamesmaster should adjudicate the difficulty based on the quality and quantity of other voices in the area; a clairvoyant can't isolate one voice or conversation from the rest of the din. Listening in on quiet dinner conversation or a whispered comment in a muted audience may have a difficulty of 0 or 1. Listening to a conversation through a wall or floor may garner a 1-3 difficulty based on the thickness and material of the wall. Listening to a conversation in a crowded pub may draw a 2-4 difficulty, while trying to isolate one conversation within an angry mob or trying to hear a conversation through a wall in a crowded room may garner a 5 or 6 difficulty. This ability is considered magical when trying to listen through a magical barrier.

### Mind Barrier

*Difficulty: 0*

The clairvoyant can protect herself from magical intrusion. Whenever someone tries to gain information from her through magical means or influence her, the clairvoyant can instantly detect this and put up a magnetic barrier, providing she can pay the quintessence cost. The successes that a clairvoyant makes when using this ability are subtracted from her opponent's successes. Should her opponent still have successes remaining then the *Mind Barrier* fails.

## Project Thought

*Difficulty: 1*

The clairvoyant can project a word, phrase or sentence (about 6 words or less) into the mind of another sapient that she can see (either physically or through the use of another magical ability). The sapient hears the clairvoyant as if she were standing next to him; the clairvoyant may choose the decibel level within normal sapient range (so anything from a hushed whisper to a mighty shout).

Clairvoyants that wish to project longer or more complex thoughts must use this ability multiple times. *Mind Barrier* does protect against this ability.

The use of this ability does not grant the hearer the ability to project a thought back, although the clairvoyant may use other means, such as *Aura Reading* or *Magic Sense*, to discern whether her thought was received or understood. Two clairvoyants with this ability may converse back and forth, although each thought in the exchange requires a separate use of this ability.

## Remote Sight

*Difficulty: 0*

The clairvoyant may use the aether to project her vision through physical barriers. The clairvoyant can see through barriers up to 10 feet per success (so if the clairvoyant got 3 successes then she could see up to 30 feet away). This ability makes objects transparent, not invisible to the clairvoyant, so it's possible to analyse the contents of a locked chest or an adjoining room.

While this ability seems very powerful, there are significant drawbacks. First, as objects are transparent the clairvoyant adds 1 level of difficulty to Wits + Perception or other applicable rolls when trying to determine the specifics of an item. A single page may be read, but a folded paper or stacked papers cannot. Similarly, a clairvoyant may be able to tell that a bottle is full, but not much beyond the colour of the liquid. Also, using *Remote Sight* may, at the Game Master's discretion, add a level of difficulty to Dexterity-based skills as the clairvoyant's vision partially obscures obstacles.

This ability can work in tandem with other magical abilities that are based on sight. A clairvoyant with *Project Thought* can send a message to someone she sees with this ability.

## New Spiritualist Abilities

### Final Glimpse

*Difficulty: Variable*

Some say that the last image that a sapient sees remains on his retinas after death. While this is false, a spiritualist can tap into the last traces of quintessence within a corpse to 'see' what the sapient saw while becoming a spirit (or dying, depending on one's point of view). As this is not a literal image the spiritualist may see anything from a moment to a few seconds.

The spiritualist is limited to what the corpse actually saw while dying (the spirit may have seen more but asking him requires a *Séance*). Thus, a victim that was shot from



behind may give the spiritualist insight on where she was killed but not the identity of the killer. Also, only visual information, not what the victim heard or felt, is conveyed to the spiritualist.

Final Glimpse works best on fresh corpses. There is no difficulty for using this ability on a corpse that was killed within 24 hours; each additional 24 hours increases the difficulty by one step. A side effect of this is that experienced spiritualists can often narrow the window of the time of death to within 24 hours, regardless of whether they succeeded to get the glimpse.

### Know Spirit History

*Difficulty:* 0

This ability enables the spiritualist to sense the aetheric impressions left behind by spirits who've been to a particular area. While this can be overwhelming, the spiritualist is trained to focus on spirits relevant to the type of knowledge she is seeking. This ability also enables a spiritualist to tell when a sapient has been a victim of spirit possession in the past.

While this ability offers the spiritualist knowledge as to the presence and actions of a spirit in a particular spot in the past, it does not grant her any special knowledge as to the identity of the spirit beyond type (for example, whether it was a ghost or devil). A spiritualist may use other skills to divine this knowledge.

### Mind Barrier

*Difficulty:* 0

The spiritualist can protect herself from magical intrusion. Whenever someone tries to gain information from her through magical means or influence her, the spiritualist can instantly detect this and put up a magnetic barrier, providing she can pay the quintessence cost. The successes that a spiritualist makes when using this ability are subtracted from her opponent's successes. Should her opponent still have successes remaining then the mind barrier fails.

### Quintessence Charge

*Difficulty:* variable

The spiritualist can call upon spiritual energy to refuel drained quintessence pools. This ability is effectively a substitute for the Resolve + Concentration roll to regain quintessence and takes only 10 minutes rather than an hour. The downside is that using *Quintessence Charge* often attracts desperate or hostile spirits, especially demons.

The first use of *Quintessence Charge* on a single day has a difficulty of 1; each use after the first carries a cumulative 1 black die penalty. Whenever a spiritualist suffers a

Foul Failure when using this ability, she has attracted the attention of a possessing spirit. The Gamesmaster can use 'degrees of failure' to determine what kind of spirit attempts to possess her, using the normal demonic possession rules in the *Victoriana Core Rulebook*.

## New Goeticist Abilities

### Defy Wounds

*Difficulty:* 1

A goeticist fuelled by her faith in the Heavenly Host can overcome pain. Each use of this ability negates any grey Health dice penalties (or wound penalties, should you be using that optional rule) for a number of rounds equal to the goeticist's Resolve.

### Grace

*Difficulty:* 0

A goeticist can call upon the Heavenly Host to aid her in a task. She then makes a Presence + Goeticism roll and adds the number of successes to a skill roll. The skill must be ordinarily available to the goeticist; this means that this ability may be used for all common skills, but the goeticist must have at least 1 rank in specialities, magical skills or the particular skill within a group skill.

The Heavenly Host doesn't appreciate being called upon too often; ordinarily the goeticist can only call upon this skill a number of times a day equal to her Resolve. After that, the Gamesmaster may consider the goeticist's faith to be shaken if she calls upon the Heavenly Host unless the situation truly calls for it.

### Repel Unholy Creatures

*Difficulty:* 1

The goeticist can call upon the Heavenly Host to protect her from spirits, necromantic horrors and archons of Entropy (demons and devils). In order to use this ability the goeticist must have some symbol of her faith at hand and call upon the Heavenly Host for protection. She then makes a Presence + Goeticism roll against the creature's Mental Competence; if the creature fails, then it cannot approach or attack the goeticist for a number of rounds equal to the goeticist's Resolve.

A goeticist can use this ability to protect others, but they must be right behind the goeticist for this to work; adventurers in front of or otherwise apart from the goeticist are fair game. Once the duration is over, the goeticist may use this ability again to keep back the creature (remember, however, the rules for a goeticist's faith being shaken).

## Smite Magic

*Difficulty: 0*

The goeticist can call upon the Order championed by the Heavenly Host to dispel magical effects. Whenever magic is performed in the presence of the goeticist, the goeticist may oppose it with a Presence + Goeticism roll. If the goeticist succeeds then the magical effect is negated. Even if the magician succeeds, his successes are lessened by any successes that the goeticist makes.

The magic being negated need not be directed at the goeticist. Also, several goeticists with this ability may combine their successes against a single magical effect. This has made it very difficult for magicians to perform magic at holy sites where goeticists tend to be in attendance.

## ~ ANIMISM ~

Animism is one of the oldest forms of magnetism. It is the connection between a magnetist and the animal world. An animist can communicate with the animal kingdom as well as derive strength from it. Animists aren't particularly attuned to specific animals although many animists tend to favour one species or environment over others. Animists can't control preternatural creatures; this includes the Frenidal lizard, which can only be controlled through Frenidalism.

A minority view in the Aluminat and the Consortium is that Beastfolk were created as the result of powerful animists. Needless to say this doesn't sit well with the Beastfolk, as it implies that they are derived from other sapient and therefore a 'lesser' subspecies. Other scholars believe that animism may be the root of zoanthropy.

Because of their close connection to the animal world, some animists become more bestial themselves. This is not inherent in being an animist; animists that start losing their connection to civilisation or sapiency should take

appropriate Complications, such as Black Sheep, Cursed, Distinctive Features, Maladorous, Odious Personal Habits, and Rage. Indeed, several animists have adapted to urban life, connecting with the vermin in the sewers or the cats and dogs that prowl the rookeries.

## Animist Abilities

Animists communicate and connect with animals; their abilities mimic those of the animal world and grant the animist power over animals.

### Animal Bond

*Difficulty: 2*

The animist may bond with particular animals. An animal may be bonded with an Average Presence + Animism roll. A bonded animal treats the animist like a trusted friend and ally; if mistreated the animal may leave. Bonded animals listen to any commands given to them by the animist (no other animist ability is necessary) and with a Difficult (3 black dice) Presence + Concentration roll the animist can see and hear through her bonded animal; while doing this the animist is oblivious to what is happening around her own person. An animist may only bond with one animal for every 3 Presence points. A bonded animal may be released from the animist at any time to make room for another.

The animist may choose to bond with any natural animal subject to Gamesmaster approval. The animist should be mindful of type of animal depending on her circumstances; walking through the streets of London with a dog won't warrant a second glance, but a snake or a tiger would certainly turn heads!

### Animal Trait

*Difficulty: 0*

The animist can alter his body to mimic a Beastfolk Animal Trait (see *Darwin's Catalogue: Beastmen of Britain* for more animal traits than those listed in the *Victoriana Core Rulebook*). The trait lasts for a number of rounds equal to the animist's Presence score. If the animist already has the

## Beastfolk and Animism

While they often deny it, Beastfolk feel a connection with the animals they resemble. It is rare, for example, for a Boarman to partake of pork and it is considered bad form to serve meats that resemble any Beastfolk guests at a social function (yet another reason why Beastfolk are rarely invited to middle or upper class affairs). Beastfolk animists often choose to identify with the animal they resemble. This enables them to 'double up' on their particular animal traits when necessary or to *Shapeshift* into the appropriate animal form.





Animal Trait that he is mimicking then any bonuses – and penalties! – are doubled. An animist may only mimic one Animal Trait at a time.

### Call of the Wild

*Difficulty: 2*

The animist can broadcast a distress call that is answered by nearby animals. With a successful Presence + Animism roll the animist can summon one type of animal or animal swarm to aid her. The animal or swarm defends the animist, but will perform no other actions unless the animist can Commune with it. The animal or swarm remains with the animist until the immediate danger is past; the animist may only call one animal or swarm at a time.

### Commune

*Difficulty: 0*

The animist has an empathic connection to animals and can communicate with them. With a successful Presence + Animism roll the animist can speak to a beast and be understood by that beast; she can also understand what an animal is saying. This communication is only on the most basic level, as this ability does not grant any special intelligence to the animal. A casual observer watching an animist speak to a dog, for example, would only hear the animist speaking in basic terms while the dog barked back at her.

While this ability is in effect the animist may attempt to influence an animal by making a Presence + Animal Handling roll against the animal's Mental Competence. Appropriate social skills may be used as complementary

skills. Charm or Intimidate might be used to calm an animal, while Conversation might be used to extract basic information.

### Frenzy

*Difficulty: 2*

With a successful Presence + Animism roll the animist can evoke an animal's fight or flight response. The animist adds half her Animism skill (rounded down, minimum of +1) to all Strength and Dexterity rolls. Unfortunately, the animist also succumbs to her survival instinct and continues to fight and kill (even her allies) regardless of personal injury.

Frenzy only lasts until the animist is out of trouble. While frenzied, the animist constantly looks for a way out of the situation and takes the earliest opportunity to flee. While the animist is still cornered someone can calm her down by making a Very Difficult (6 black dice) Wits + Charm roll (or other soothing effect). This drops to Difficult (3 black dice) if all of the people in the immediate area make non-threatening gestures (dropping weapons, putting hands up, begging for their lives, and so on).

### Heightened Senses

*Difficulty: 1*

A successful roll grants the animist survival instincts. This ability activates whenever the animist is surprised; on a successful Perception + Animism roll the animist is not surprised and may act normally. An animist may also use this ability to enhance one of her senses by +2 for a number of rounds equal to her Perception score.

## Shapeshift

*Difficulty: 4*

The animist may take on the form of any natural animal. She gains the animal's physical attacks (but no special attacks; as a wyvern she can sting with her tail, but the stinger contains no venom). Her size also changes to accommodate the animal; this is already implicit in the damage, but the Gamesmaster decides whether the animist gains bonuses or penalties to Hide & Sneak attempts or to be hit. *Shapeshift* lasts for a number of minutes equal to the animist's Presence +1 for every degree of success that is Good or better.

## ~ DAEDALISM ~

Engineers pride themselves on not using magic in their designs so that anyone, with proper training, can operate and repair them. Guild scholars, however, correctly point out that history is full of 'engineers' (starting with Daedalus) that managed to produce mechanical marvels that were simply impossible to create given the science and technology of the time. While most engineers scoff at this notion, pointing out that history is also full of examples of fallen civilisations whose scientific and technological achievements may have been preserved in ancient scrolls and texts, most admit that some engineers just have a seemingly preternatural knack for machines.

In truth, there are some people born with a special affinity for mechanics. They can see designs where others cannot, they can fully operate an unfamiliar machine within moments of seeing it for the first time, and they can keep a machine operational even when it's falling apart. Such individuals are known as Daedalans (the original Guild term, 'mechanurgy,' quickly fell into disuse). A high percentage of Dwarves and Gnomes are Daedalans.

Unlike other types of magnetists, Daedalans have yet to be officially recognised as magnetists; indeed, most people who observe Daedalan abilities merely perceive the Daedalan to be an excellent engineer or pilot. The majority of Daedalans don't even realise their own abilities for much the same reasons; they've just always been good with machines. Only rarely does a Daedalan manifest other magnetic abilities or study magic; those that do are considered powerful artificers.

## Daedalan Abilities

Daedalans have a strong affinity with machinery. They intuitively understand the nature of the cogs and gears and

how it all works together, and can even manipulate it to some extent.

## Conceptualise Machine

*Difficulty: 2*

A successful casting roll enables the Daedalan to design an efficient machine, even when the odds are stacked against her. Each success on the casting roll eliminates 1 black die from the Wits + Engineering roll when creating a marvel (either using the quick system in the *Victoriana Core Rulebook* or the more complete rules in *Marvels of Science and Steampunk*).

## Fuel Engine

*Difficulty: 1*

A successful casting roll enables the Daedalan to start a machine with a cold engine or keep a machine working even when the fuel has run out. Each success on the casting roll grants a machine a minute of power. Daedalans generally believe that they've squeezed the last few drops of power from an engine or simply 'forgot' that they started a boiler early.

## Hold Together

*Difficulty: 0*

Daedalans can get the most out of a machine even when it is falling apart. A successful casting roll eliminates any grey dice modifiers on rolls involving a damaged machine.

## Instant Familiarity

*Difficulty: 0*

The Daedalan is instantly familiar with machines and may substitute a Presence + Daedalan roll for any Engineering or Piloting rolls to understand and operate a machine. The Daedalan may still use the appropriate Engineering or Pilot skills as complementary skills.

## Intuit Weakness

*Difficulty: 1*

Daedalans often know the best places to hit a machine in order to do maximum damage. Each success adds +2 dice to damage rolls against a particular machine for a number of rounds equal to the successes made on the casting roll.

## Repair

*Difficulty: 0*

Daedalans can make the most of ad hoc repairs during combat or other stressful situations. Simply by touching the affected area (it's the Gamesmaster's discretion as to how long it takes and what skills are necessary to reach an affected area; in most cases a round or two will suffice), the Daedalan can instantly restore Health pips. The Daedalan

chooses a number of black dice to add to her Wits + Daedalism skill. The maximum number of black dice cannot exceed the Daedalism skill rank. If the roll is a success then 2 Health pips per black die rolled are restored to the machine.

### Resist Heat

*Difficulty: 0*

Some technologies, especially steam power, generates a lot of heat, making standing near the engines or trying to repair them quite a chore. This ability enables a character to endure the heat. A successful casting roll enables a Daedalan to ignore the effects of fire and electricity for a number of rounds equal to the successes on the roll.

## ~ FRENDAISM ~

Ask anyone who owns a Frenal lizard and she will tell you that she feels an affinity towards her pet like no other. No sooner is a Frenal lizard purchased then a bond is formed. The Frenal lizard almost becomes an extension of his mistress; he knows her moods, anticipates her needs, and manages to remain perched on her no matter what the distraction, always ensuring that he doesn't inhibit her in any way. For some, this connection goes even deeper. Some Frenal lizard owners begin developing magnetic abilities that mimic those of their pets. It's unknown whether this is because the owners are already connected to the aether or if it is the Frenal lizard connecting them, but most academics suspect that it is a bit of both.

Frendalism is believed to be a specialised form of animism, but it is not necessary to be an animist or any other type of magnetist in order to manifest these abilities. Indeed, some magnetists only manifest Frenalist abilities. What is important to note, however, is that a Frenalist may only manifest these abilities if her Frenal lizard is alive. Should her pet die, the Frenalist may not use any of her Frenalist abilities until she acquires a replacement. The new Frenal lizard need not be of the same subspecies as the old; the Frenalist may adjust her abilities accordingly.

### Frenalist Abilities

Frenalists have a strong, innate connection to their Frenal lizard pets; their abilities mimic those of their loyal pet

#### Borrow Quintessence

*Difficulty: 0*

The aetheric connection between owner and pet is so strong that the Frenalist may borrow quintessence from her

pet in order to fuel her magics. This comes at the normal quintessence cost of activating this ability, but it grants the Frenalist all of the quintessence points of her pet. The Frenal lizard must be perched on the Frenalist's shoulder when any quintessence is taken. The lost quintessence replenishes normally.

#### Breathe Fire/Lightning

*Difficulty: 1*

A Frenal lizard's ability to breathe fire is usually only indigestion, providing onlookers with an amusing spectacle. With this ability, the Frenalist can magnify the Frenal lizard's breath into a true weapon, dealing 8 dice damage to anyone within 20 yards. This ability can only be activated when the Frenal lizard is perched on its owner.

Only Carpathian, Chinese, and Indian Frenal lizards breathe fire; American and Rainbow Frenal lizards breathe lightning.



#### Danger Sense

*Difficulty: 0*

A Frenal lizard has an uncanny survival instinct that enables it to anticipate surprise attacks or traps. At any time, the Frenalist may make a Presence + Frenalism roll and,

if successful, can claim to be prepared for anything that the Gamesmaster has just announced. She isn't surprised, may have a weapon in hand or tell another adventurer to duck. However, the Frendalist can only make one action (and warning the other adventurers counts as an action).

### Draconic Blood

*Difficulty: 0*

While Frendal lizards are unable to do this on their own, there is something about their aetheric bond to their owners that can manifest when they are in physical contact with each other. Both Frendal lizard and owner can be infused with draconic blood, enabling them to regenerate wounds so long as they are in contact with each other. Each use of this ability returns one lost Health pip to both pet and owner.

### Frendal Bond

*Difficulty: 2*

The Frendalist forms a particularly strong bond with her Frendal lizard. When she activates this power she may telepathically give commands to her Frendal lizard up to a mile away. With an average Presence + Concentration roll the Frendalist can also see and hear through the Frendal lizard, although when doing this she is oblivious to her own surroundings. A Frendalist may only have a Frendal bond with one Frendal lizard at a time.

This bond is especially useful at night because it allows the Frendalist to take advantage of its pet's night vision. When perched on its owner's shoulder, a Frendal lizard can act as her eyes during the night. Since the owner usually closes her own eyes when using this ability, the result can look

## Frendal Lizard Subspecies

Of all the luxuries of the aristocracy, none is more exotic than the enigmatic Frendal lizard. These miniature dragons perch on their owner's shoulders like an eagle or falcon and are as faithful as a family hound. Only the aristocracy can usually afford such a frivolous expense, although Frendal lizards are becoming more common amongst the upper end of the middle class.

The origin of the Frendal lizard is shrouded in mystery. At first believed to be limited to South and East Asia, there are at least five varieties of Frendal lizard found throughout the world. The first natural scientist to give them a thorough study was 15th century Bohemian scholar Jacob Frendal. Frendal's treatise became so widely read that the creatures came to be called 'Frendal lizards' in his honour (previously the lizards were called by a variety of different names in different languages).

Frendal believed that the Frendal lizards were capable of breathing fire when provoked; his experiments ended in hilarious disaster when all he managed to produce were pyrotechnic belches. This resulted in the term 'Frendal's Folly,' a term for any weapon that spectacularly underperforms.

Of the five varieties the Chinese Frendal lizard is the most numerous. This red and gold lizard has tiny wings and a long, prehensile body. It is commonly found in East and South-east Asia. Chinese Frendal lizards share Polynesia with their Rainbow cousins.

The next most prominent variety in Europe is the Carpathian dragon, which resembles a miniature western dragon. It was once quite numerous in Europe but is now only found in Eastern Europe. Carpathian Frendal lizards are generally dual-toned, usually blue or purple with silver or gold accents.

The Rainbow Frendal lizard is commonly found in Africa and, curiously, Australia, lending credence to the theory that the two continents were once connected. As with the Chinese Frendal lizard, the wings of a Rainbow Frendal lizard aren't very pronounced. As the name implies, Rainbow Frendal lizards are multi-hued with all of the colours in the spectrum.

The American Frendal lizard actually looks like a bird from a distance; it is covered with feathers. Beneath the plumage, however, lies a reptile and one not very different from its Carpathian cousins. American Frendal lizards tend to have white, brown, black or red feathers (sometimes in combination) with a brown hide beneath it.

The Indian Frendal lizard is perhaps the most unique of all in that it has three heads. This development is useful for enabling one head to strangle prey (usually small rodents) while the other heads snack on it. Indian Frendal lizards are said to be influenced by the Maleficium and have been hunted almost to extinction in India. Today, Indian Frendal lizards can primarily be found in the remotest parts of Central Asia. They tend to have red or orange scales tinted with copper or gold.

unsettling to those around her. To avoid this, Frenalists often wear shaded spectacles or goggles to hide their own eyes.

### **Magic Sense**

*Difficulty: 0*

When within 10 yards of a magical effect, focus, magical artefact or other active magical manifestation, the Frenalist gets a tingling feeling. The Gamesmaster should give her a Wits + Perception roll to notice this sensation. If the Frenalist wants to define the nature of the magic (conjure, hermetic, necromantic or similar), then she must make a Presence + Frenalism roll.

Magical creatures such as archons and other magicians are not detected automatically by this ability unless they are performing magic. If the Frenalist wishes to investigate a living being that isn't performing magic, then a Presence + Frenalism roll reveals that the person or creature has magical ability. Only with an Impressive success can the Frenalist determine the type of magic.

## ~ MYSTICISM ~

Mystics share a corporeal connection with the aether; with discipline and training a mystic can perform incredible physical feats. History and legend are filled with mighty warriors that were capable of defeating obviously superior foes or fending off multiple opponents with ease.

Mystics are quite rare in Western Europe. Prior to the spread of the Aluminat, there were many mystics amongst the largely Celtic and Germanic peoples. As the Aluminat spread and condemned magic, most mystics found themselves on the front lines, futilely attempting to protect their way of life. Only Scandinavian mystics, or Berserkers, remain in significant numbers. Mystics are quite common in other parts of the world.

A mystic may activate her mystic abilities as free actions (and do not incur multi-action penalties). Mystic abilities typically stay in effect until the Mystic's turn in the following round. The mystic must reactivate her mystical abilities each round in which she wishes to use them.

Unless otherwise stated, each use of a mystic ability requires a Presence + Mysticism roll. A mystic may activate multiple mystic abilities in a single round. Rather than make multiple rolls, the mystic adds up all of the Difficulties of the abilities she wishes to activate (minimum of 1 black die per ability)

and makes a single roll against them. She must still pay the quintessence cost for each ability she wishes to activate.

*Example: Natalya wants to activate Compound Actions and Strength of the Bear in the same round. She first pays 4 quintessence points to activate both abilities. Compound Actions has Difficulty 2 and Strength of the Bear has Difficulty 0, so Natalya has to make her roll against three black dice (2 for Compound Actions and 1 for the minimum, as Strength of the Bear doesn't have a Difficulty associated with it).*

### **Mystic Abilities**

Through meditation, a mystic learns to link his mind with his body, channelling his inner energy to increase his physical prowess. Note that partial successes do not count as a degree of success.

#### **Cold Fury**

*Difficulty: 0*

The mystic adds 1 per degree of success to all opposed Resolve rolls for the round. This does not grant the Mystic extra quintessence.

#### **Compound Actions**

*Difficulty: 2*

The mystic can take an additional action this round with no multiple action penalties. This can be utilized several times within the same round by increasing the Difficulty by 2 for each additional action. The maximum amount of compound actions that can be taken in one round is equal to her Dexterity score. All compound actions in a given round are considered part of the mystic's first action for purposes of dividing combat pools if the mystic wants to combine them with regular multiple actions. The total number of actions (keeping in mind that all compound actions are included in the first action) is still limited by Dexterity +1.

*Example: Tatiana Borisova has a Dexterity of 3. She decides to take three actions, but only wishes to use Compound Actions once. She has her regular action as well as her Compound Action for no penalty, but she's added a third regular action. Tatiana is considered to be making two actions this round. All of her actions have their dice pools halved.*

#### **Deflect**

*Difficulty: 0*

The mystic may use her Dexterity + Melee Weapon skill to parry a ranged attack at full value, no matter what the range. If she is within point blank range then she may attack without incurring a black dice penalty.

**Example:** Tatiana is holding a sabre when Dirty Mitch fires at her with her pepperbox pistol at close range. Using Deflect, Tatiana uses her Dexterity + Swordplay to parry the bullet as she closes the distance. In the following round, Dirty Mitch fires at her again. Since she is now within melee combat range, Tatiana simply counters. The winner does damage to the other.

### Fortify

*Difficulty:* 0

The mystic adds 1 per degree of success to the mystic's Fortitude score for the round. Damage is absorbed by the extra Health granted by this ability first. Any damage applied to these temporary Health dice disappear when the round is over. Should the Mystic manifest Fortify in a subsequent round, any damage previously done to temporary Health pips is erased.

**Example:** Tatiana took a bullet from Dirty Mitch while manifesting Fortify. She took 5 pips of damage to her 2 temporary Health dice and this is the only damage she's taken in combat. At the end of the round her temporary Health dice disappear and she is unhurt. Next round, Tatiana activates Fortify again. She gets another 2 Health dice with all 6 pips intact.

### Harden

*Difficulty:* 0

The mystic gains an Armour Value equal to her degree of success for the round. This AV is in addition to any other armour that the mystic is wearing.

### Project Will

*Difficulty:* 0

The mystic can project her will across great distances and make a single melee attack against any target within her line of sight. She makes a an appropriate Dexterity + Melee Combat Skill attack, but uses her successes for *Project Will* in place of Strength damage. A *Project Will* attack cannot be dodged, but it may be negated if the victim is attacking the mystic and wins the combat roll.

**Example:** Tatiana spots a ruffian up on a catwalk shooting down at her. She uses Project Will and swings her sabre. She gets 2 successes. The ruffian fires at her with Dexterity + Firearms and gets 3 successes. Tatiana rolls Dexterity + Swordplay and gets 5 successes. She rolls 8 dice for the sabre, 2 dice for her Project Will successes, and adds 2 points for beating the ruffian's roll.

### Quicken

*Difficulty:* 0

The mystic adds 1 per degree of success to their Dexterity score for the round. This increase does count for the purpose

of the total number of multiple actions she may make that round (these extra actions aren't free; they only raise the limit on her total possible actions).

### Regenerate

*Difficulty:* 0

The mystic heals an amount of both bruising and lethal damage equal to 1 pip per degree of success at the end of the round that the power was activated on.

**Example:** Tatiana has taken 3 pips of bruise damage and 4 pips of lethal damage. She uses Regenerate and gets 2 successes (a standard success, or two degrees of success). She now has 1 pip of bruise damage and 2 pips of lethal damage.

### Strength of the Bear

*Difficulty:* 0

The mystic adds 1 per degree of success to the mystic's Strength score for the round. The added Strength counts toward damage.

### Warp

*Difficulty:* 1

The mystic warps her physical body as aetheric energy courses through her. She adds 1 per degree of success to all Strength and Dexterity dice rolls. As a downside, she temporarily loses her reason and continues to fight and kill (even her allies) regardless of personal injury until someone succeeds in a Very Difficult (6 black dice) Wits + Charm roll (or other soothing effect) to calm her down. If she is not calmed down, then she automatically attempts to manifest *Warp* each round and continues fighting.

## ~ MESMERISM ~

Perhaps the most controversial of the Maleficium in terms of whether it actually qualifies as a 'dark art', Mesmerism is a form of magnetism that grants a magnetist the ability to manipulate people. The Consortium considers such manipulation to be a Maleficia, but as it is an inborn ability there is some question as to whether it should be treated as such. What is known is that, like demonology and necromancy, mesmerism does tend to corrupt magicians over time.

It is believed that many charismatic leaders over the course of history were actually mesmerists, using their abilities, perhaps unknowingly, to influence others towards their positions. At the Gamesmaster's discretion, such uses can be covered under the Mob rules in the *Victoriana Core Rulebook*,

enabling a mesmerist to affect several people at once. This makes mesmerists particularly potent revolutionary leaders.

While mesmerism is as ancient as any other magnetic art, it gets its current name from the Eldren Dr Franz Anton Mesmer, who is the Consortium's foremost authority on the subject. Dr Mesmer currently resides in Vienna, where he continues to study mesmerism in the hopes of making it a legitimate field of study. He is a bit of a recluse, partially driven by the fact that other people, even magicians, aren't comfortable around him.

#### NEW MAGICAL SKILL: MESMERISM (PRESENCE)

This skill covers the amount of control a mesmerist has over her powers. The mesmerist has learned how to reach out and touch the aetheric patterns of others, manipulating them in order to do as the mesmerist wishes. This gives them some insight into the emotional state of others; mesmerism may be used as a complementary skill to Empathy rolls. Note that mesmerism requires the mesmerist to meet the gaze of her target and the target usually remembers what transpired (unless told to forget).

## Mesmeric Corruption

Mesmerism is more subtle than most other Maleficium; it can seem rather benign at first. With each manipulative use, however, the mesmerist slowly drifts down the path of corruption, forcing others to do her bidding. Each use of *Empathic Manipulation* and *Suggestion* adds 2 Corruption Points to the mesmerist's total. Use of any other mesmerist abilities does not accrue corruption.

Often a tool of stage magicians, mesmeric corruption can be removed by refraining from using mesmerist abilities that cause corruption. For every month that a mesmerist refrains, she may make a Presence + Resolve roll; each degree of successes (not counting partial successes) removes 5 Corruption Points. Stage magicians often schedule a bit of downtime between engagements for precisely this purpose.

The effects of Corruption are covered in **Chapter V - The Maleficium**.

## Mesmerist Abilities

Mesmerists have the ability to reach through the aether and touch the minds of others. This gives a Mesmerist a certain degree of control over them.

## Animal Magnetism

*Difficulty: 0*

Some mesmerists can project their force of personality, affecting those around them in a general manner. This ability lowers the mesmerist's social interaction rolls by 1 level of difficulty. The effect lasts for a single scene.

## Aura Reading

*Difficulty: 1*

A successful roll allows the mesmerist to gauge the mood, temper and intentions of the observed person. Aura reading is only applied to individuals, not to groups. Only one aura reading can be conducted with one action.

## Empathic Manipulation

*Difficulty: 2*

This ability allows the mesmerist to implant an emotion into her target. This may be a general emotion or it may be directed at someone or something. The mesmerist makes a contested Presence + Mesmerism roll against the target's Resolve + Concentration. If the mesmerist wins then the target feels the emotion for a number of hours equal to the number of successes. Note that while a target feels the emotion, it generally isn't enough to make the target do something against her nature. That said this ability can be used to lower the black dice on a *Suggestion* attempt.

## Know Living History

*Difficulty: 1*

This ability allows a mesmerist to see the recent past of a living being. A successful roll grants knowledge of recent events occurring around the person being studied. The nature of the knowledge gleaned from such an observation is often incomplete, fragmented, and coloured by the studied person's emotions. Often the information is trivial and not of obvious use.

## Pause

*Difficulty: 0*

The mesmerist can reach through the aether and touch another soul, causing the person to hesitate prior to acting. When in combat, the mesmerist makes a Presence + Mesmerism roll against the target's Resolve + Concentration. If the mesmerist wins, then the target loses her next action, although she may defend normally.

## Sleep

*Difficulty: 1*

This ability enables the mesmerist to make the target take a short nap for several minutes so that she won't observe or remember what happened. The mesmerist makes an opposed Presence + Mesmerism skill against the target's

Resolve + Concentration (or Magical Skill). If successful, the target is effectively knocked out for a number of minutes equal to the number of successes.

### Suggestion

*Difficulty:* 2+

The mesmerist can plant a command inside a target's head which the target follows as best she can. The extra Difficulty varies based on the complexity of the *Suggestion*. "Run!" warrants a Difficulty of 1, while "Find a gun, hide it on your body, go to the Grand Opera, and kill the Queen" warrants a Difficulty of 5. If successful, the mesmerist makes an opposed Presence + Mesmerism skill against the target's Resolve + Concentration (or Magical Skill). The mesmerist may add his successes from the casting roll to this roll, but the Gamesmaster should also assign a number of black dice based on the target's natural resistance to the suggestion.

Suggesting that someone should drop a weapon or go home to sleep usually warrants no penalty, but suggesting that an Aluminat priest kill a member of his congregation during mass probably warrants 6 black dice. If the *Suggestion* requires an action at a later time, then the target may make a second roll to break the *Suggestion* when she is about to perform it. Once the act is performed or averted, the *Suggestion* ends.

## ~ ONEIROMANCY ~

A connection to the aether can provide a great deal of knowledge and grant potent abilities. For most sapients, that innate connection has been lost or at least atrophied to the point that the aether can no longer be accessed. It is thought, however, that a sapient's connection to the aether grows stronger while they are asleep, and that dreams are simply the mind subconsciously accessing the aether.

There are magnetists that have discovered that their connection to the aether enables them to take advantage of these subconscious connections to manipulate the dreams of others and gain knowledge about the sleeper.

Oneiromancy is one of the most difficult magnetic disciplines to use, if only because it can't be used all the time. An oneiromancer can only use their abilities on sapients that are asleep or in a hypnogogic state. Once a victim is awakened the oneiromancer can no longer affect her, although by then the damage is usually done.

Officially, the Consortium of Hermetic Guilds has not classified oneiromancy as a Maleficia, but there does seem to be a corrupting influence. One of the principal archons that tends to influence oneiromancers is Morpheus, a Greek archon that the Aluminat has classified as a devil. While Morpheus is certainly an Entropic archon (the creative energy of dreaming is said to be antithetical to order), there is little to suggest that he has an agenda beyond fuelling dreams. It's worth noting that Templars of Order tend to dream less and less as they move the cogs and it's said that those truly dedicated to Order (the 4th and 5th cogs) don't dream at all.

### NEW MAGICAL SKILL: ONEIROMANCY (PRESENCE)

This skill governs the amount of control an oneiromancer has over her dreams and the ability to enter and manipulate the dreams of others. As the oneiromancer's connection to the aether is through the subconscious, many of the images and sounds are symbolic in nature, requiring the oneiromancer to interpret what she sees. This skill enables an oneiromancer to have a better understanding of psychology and thus can be used as a complementary skill on Science (psychology) rolls.

### Using Oneiromancy

Unlike other types of magnetism, an oneiromancer does not need to see her victim in order to influence him. However, it is easier if the oneiromancer can see her victim; in such cases she need only make a Presence + Oneiromancy roll to affect him. If the oneiromancer cannot see her victim, then she first needs to use the *Contact* ability to find the dreaming victim and use her abilities on them.

While using oneiromancy, the oneiromancer enters a dream-like state. During this time she may not be disturbed; success at awakening her ends any oneiromantic abilities she is using. Similarly, the oneiromancer may have to make a Resolve + Concentration roll if there are too many distractions around her body as she is using her abilities. A 'distraction' is anything that threatens to awaken her, such as nearby conversation or the jostling of her body; the Gamesmaster determines the actual penalty (usually between 3 and 9 black dice) based on the circumstances. If the oneiromancer fails her roll then she awakens; on a Foul Failure she may actually injure herself when doing so.



One problem with using oneiromancy is that the victim is likely to discover the oneiromancer's identity while being manipulated. Any victim that makes an Easy (+3 to dice pool) Wits + Perception roll recalls some specifics about the oneiromancer (for example, gender, subspecies, voice); with a good success the victim knows exactly who invaded his mind. It is this fact that keeps oneiromancers from using their abilities too often; many an oneiromancer has been waylaid outside of a pub or even in their own bedrooms by former victims that didn't appreciate the intrusion.

There are several ways to block an oneiromancer beyond simply resisting the assault. As even using the aether to contact a victim counts as 'entering' a physical location, any magic or artefacts that also inhibit magic inhibit the oneiromancer. Also, due to the nature of the oneiromancer's 'invasion,' an oneiromancer is considered a demon or supernatural creature and thus repelled by spells such as *Protected Domain*. Finally, *Scholar's Guard* likely wakes up the victim, which automatically blocks any oneiromantic abilities.

### Manipulating Hypnogogia

Experienced oneiromancers have discovered that their victims don't have to be fully asleep in order to be manipulated; victims that are about to fall asleep or just waking up are often 'sleepy' enough to be affected by oneiromancy. Truly powerful oneiromancers can affect victims that are merely tired or exhausted.

Attempting to use oneiromancy on a hypnogogic victim carries a black dice penalty. Typically, affecting someone who is within a few minutes of falling asleep or waking up is a Very Difficult (6 black dice) action. Affecting a tired character is at least Incredibly Difficult (9 black dice). The Gamesmaster determines how tired any given victim is. An oneiromancer observing a character can usually ascertain her state of tiredness by making an Average Wits + Perception + Oneiromancy skill roll.

### Oneiromantic Corruption

As with mesmerism, oneiromancy is only subtly corrupting; more-so than mesmerism many alienists utilise oneiromancy to aid patients by manipulating their dreams. As such, only Disturb Rest, Nightmare and Puppet impose 2 Corruption Points per use on the oneiromancer. All other oneiromantic abilities may be used without increasing corruption.

Oneiromantic corruption may be removed through consultation with an alienist. Regular visits to an alienist

grants the adventurer a corruption removal roll which is determined by an opposed roll of the alienist's Wits + Science (psychology) roll (Oneiromancy may be used as a complementary skill) against the oneiromancer's Resolve + Oneiromancy roll. Each success that the alienist wins by removes 5 Corruption Points from the oneiromancer. One roll may be made per month.

The effects of corruption are covered in **Chapter V - The Maleficium**.

## Oneiromantic Abilities

An oneiromancer can affect sleeping people with their abilities.

### Contact

*Difficulty: 1*

The oneiromancer may enter the aether and connect to a sleeping mind somewhere else in the world. Distance is not an issue, but the oneiromancer needs to be able to recognise the sleeper. This normally requires having met the individual, although the Gamesmaster may allow a *Contact* roll to be made with a penalty (usually no more than 1-6 black dice) if the oneiromancer uses other means to identify the sleeper, such as a close association with someone known to the sleeper, use of a magnetic ability like *Psychometry* or being pointed to the person by an archon.

A successful use of this ability enables an oneiromancer to use her other oneiromantic abilities on a person she isn't directly observing.

### Deep Slumber

*Difficulty: 2*

The oneiromancer can increase the quality of sleep that an individual gets in order to enable him to recover quintessence more quickly. A successful use of this ability enables an individual to regain 2 quintessence points for every hour of complete, inactive rest, or enables him to regain all of his quintessence points with 4 hours' sleep.

This ability also has the side effect of making it more difficult for a sleeping character to be awakened. The victim resists with a Fortitude + Resolve roll and, if unsuccessful, takes a 12 black dice penalty on Wits + Perception rolls to wake up when noises or other interruptions take place in his presence. *Deep Slumber* used in this manner lasts for the duration of a scene, after which the victim returns to his normal state of rest.

## Disturb Rest

*Difficulty: 0*

The oneiromancer can enter the dreams of the victim and disturb his sleep, causing him to lose the beneficial effects of resting. If the oneiromancer succeeds in an opposed roll against the victim's Fortitude + Resolve, then the victim only gets half his quintessence returned to him after a good night's sleep or 1 quintessence for each 2 hours slept (usually 8 hours, or 4 quintessence total), whichever is greater. If the oneiromancer scores a good success, then the lesser amount is used. On any success the oneiromancer also prevents the victim from recovering a Health pip for 2 days rest under a doctor's supervision.



Using this ability on a victim that is at completely inactive rest or attempting to recover quintessence (and likely in a state of hypnagogia), reduces quintessence replenishment. If the victim is completely inactive and fails his Fortitude + Resolve check then it takes him 4 hours to recover a point of quintessence. If the victim is using Resolve + Concentration to recover quintessence then this is treated as an opposed roll (the victim still gets the black

dice penalty). If the oneiromancer wins, then the victim doesn't recover any quintessence. If the victim wins then he receives 1 quintessence for each success beyond the oneiromancer's successes.

## Enter Dream

*Difficulty: 1*

The oneiromancer can enter someone's dream and interact with him. The oneiromancer doesn't alter the dream environment (that's the province of *Nightmare and Reshape*) but simply appears to the sleeper in an appropriate avatar for a number of minutes (from the sleeper's point of view).

The avatar is identifiable as the oneiromancer, although the form may be slightly reshaped depending upon the dream environment. If, for example, the sleeper is dreaming about being in a Crimean War battle, then the oneiromancer may appear in a soldier's uniform; whether a friendly or enemy uniform depends on the relationship between the oneiromancer and the sleeper.

## Nightmare

*Difficulty: 2*

The oneiromancer can use the sleeper's fears and inner demons against him to force him to awake with a start and be almost paralysed with fear. The sleeper opposes this ability with Wits + Resolve (other skills may complement as appropriate).

The duration is measured in rounds and the awakened sleeper must make a Fortitude + Resolve roll each round or simply scream at the top of his lungs. Even if he succeeds, any actions taken that round suffer a 6 black dice penalty. While this ability does inhibit the sleeper, oneiromancers have found it even more useful as a distraction.

The ability also grants the oneiromancer knowledge of one current fear or inner demon that bothers the sleeper. The Gamesmaster should determine the nature of the fear or inner demon based on the number of successes that the oneiromancer had. One or two successes may only reveal a childhood fear, while three or four successes may garner some currently useful information, such as an illicit affair or treacherous dealings.

## Puppet

*Difficulty: 2*

The oneiromancer can convince the sleeper that he's in a dream while manipulating his body to do what she wants. The oneiromancer's roll is opposed by the sleeper's

Resolve + Concentration. If the oneiromancer is successful, then the sleeper rises from the bed and does her bidding for a duration of minutes. During this time the sleeper's eyes remain closed; the oneiromancer constructs what he 'sees' in his mind based on both the sleeper and the oneiromancer's previous knowledge. Thus, any surprises, such as moving a pre-placed knife or leaving a box in the middle of the floor, could thwart or impede this ability as well as call for another Resolve + Concentration roll to resist it.

When the sleeper awakens, he remembers his actions with a Difficult (3 black dice) Wits + Concentration + Perception roll, but only as he perceived it. Thus, if the sleeper murdered a police officer but in his dream he was shooting a Russian officer, he remembers it as shooting a Russian officer.

### Reshape

*Difficulty: 0*

The oneiromancer may reshape the sleeper's dream to his specifications. This may be opposed by a resistance

roll, especially at the outset. Reshaping a dream doesn't necessarily scare the sleeper (that's the province of *Nightmare*), but it does enable the oneiromancer to use props to get points across, such as revealing someone the sleeper needs to meet or even providing the current positions of enemy forces. The duration is in minutes.

### Shared Dream

*Difficulty: 1*

The oneiromancer can reach into the dream of a second person and bring her into the dream of the person that the oneiromancer currently inhabits. The oneiromancer still needs to *Contact* the other person unless she is within eyesight and the oneiromancer may manifest briefly enough to ask permission.

Failing that, the oneiromancer may force the second person to join the dream with the usual resistance roll. The second person remains within the dream until the oneiromancer leaves, the second person is dismissed, or the first or second person is awakened.



CHAPTER V  
MALEFICIUM



# CHAPTER V

## MALEFICIUM

*'The fiend in his own shape is less hideous than when he rages in the breast of sapients.'*

– Nathaniel Hawthorne, *Young Goodman Brown*

For millennia the Heavenly Host has discouraged the use of magic. Magic is Entropy, an agent of change and randomness; it has no place in the well-ordered world that the Templars of Order imagine. While magical scholars argue that magic has been a useful tool throughout history, helping to build civilisations, ease the burdens of life, and enable the creation of wondrous marvels, even they must acknowledge that magic left unchecked could lead to the very evils that the Templars of Order warn against. This unchecked magic, the Maleficium, corrupts and consumes souls.

While demonology and necromancy are the most common of the Maleficium, there are others. The magnetic forms of mesmerism and oneiromancy are considered Maleficium; they are covered in **Chapter IV – Psychodunamy**. Two new forms are also covered in this chapter. Diabology is a subset of demonology that concerns itself with devils rather than demons. Haemomancy involves sacrificing a victim in order to draw power from her blood. This chapter delves into those forbidden arts as well as expands on the practices of demonology and necromancy, including new invocations, more powerful summonings, and the ability to graft corpse parts onto a living being.

### Dark Arts Terminology

Students of Latin note that 'Maleficium' is the singular form; how then is it applied collectively to the Dark Arts? Simply put, when ancient magical scholars began categorising magic, demonology, necromancy and similar magical disciplines were lumped together in a single category, 'corruptible magic.' As Latin became the standard scholarly tongue 'Maleficium' stuck, even as the various dark arts were treated as separate disciplines. When the time came to single out a dark art, the grammatically questionable 'Maleficia' was created to fill the need.

### ~CORRUPTION~

The Levantine faiths are correct to warn against the Maleficium; when a sapient taps into the darker side of Entropy her mind, body, and soul are corrupted by it. This sets her down a very different path than the Liberators of Entropy, although she may have cogs in Entropy (or even Order!) as well. Nevertheless, the mechanical effect is the same. Once a sapient acquires the 6th cog in corruption she is lost, no matter where she sits on the Celestial Engine; similarly, cogs in corruption will not prevent a Liberator or Templar from being lost to Entropy or Order. While each Maleficia has its own criteria for gaining and losing corruption, an individual's Corruption Points are always totalled together. If, for example, an adventurer acquires 100 Corruption Points in Demonology and 100 points in Necromancy, then she has 200 Corruption Points and moves to the 2nd cog of corruption (taking a -1 Presence penalty as well). Corruption often leaves physical marks; each Maleficia offers examples, but Gamesmasters are encouraged to be creative when Corruption Points from different Maleficium are mixed together.

### Losing Corruption

Commingleing Corruption Points begs many questions. Can a necromancer renounce necromancy and kill undead to reduce her corruption, even as she continues to practice demonology? Can a diabolist reduce all of his corruption through *Castimonia Subtrahar*, even if most of his Corruption Points were accrued through mesmerism and necromancy?

The Gamesmaster has two choices here; she can either rule that all Maleficium are tied together and that the removal rules apply no matter where the corruption came from, so there is no problem with a former necromancer removing corruption gained through demonology by slaying undead. After all, the big bonuses for a former necromancer stem from the Heavenly Host's desire to remove undead, and as such they'd want to make the path back to Order as attractive as possible. Alternatively, the Gamesmaster might make the adventurers keep track of where their corruption came from and only allow removal methods for specific Maleficia to remove corruption that stemmed from it.

## Corruption Engine

The number in parentheses is the total number of Corruption Points needed to attain that cog. Penalties affect attributes directly and stack with previous cogs (so a mesmerist loses a point of Presence at Cog 1 and an additional point of Presence at Cog 2).

COG	ATTRIBUTE	HAEMOMANCY	MESMERISM	ONEIROMANCY
1 (200)	-1 Presence	Skin is flush.	Eyes bulge when using mesmerism.	Eyes look tired, yawns frequently
2 (600)	-1 Presence	Veins are visible; haemomancer bleeds excessively when cut.	Second-guesses and is paranoid. Has trouble believing others.	Looks dishevelled, as if she just rolled out of bed.
3 (1000)	-1 Presence	Skin turns purple; haemomancer looks emaciated except for a few hours after a blood ceremony.	Avoids social gatherings unless performing.	Spends more time in bed than out; speaks of dreams as if they really happened.
4 (2000)	-1 Fortitude	The haemomancer is almost skeletal with constantly bulging eyes only looks flush immediately following a blood ceremony.	Mesmerist loses sensitivity he barks orders as if he expects them to be followed. Mesmerist sweats profusely and always looks uncomfortable.	Pale, zombie-like appearance; walks and talks haltingly; only truly animated when dreaming.
5 (3000)	-1 Presence, -1 Fortitude	The veins surrounding the haemomancer's skeletal frame are pulsing with blood bulges coursing through them.	Mesmerist becomes a total recluse. Believes everyone to be a puppet for his amusement and manipulates people with abandon.	Emaciated from lack of eating; sunken eyes, brittle hair. Only stays awake for short periods of time.
6 (6000)	Utterly Corrupted	The haemomancer is a sick, wispy parody of a sapient. Her spindly frame makes her look like an insect, with an extended nose capable of penetrating flesh and drinking blood directly.	Mesmerist is like a spider; he sits in a web full of people he's conditioned to serve and amuse him. He constantly looks for new 'puppets' to add to his collection.	Completely lost in her dreams; incapable of interacting with real world except as references to her dream worlds.

### Using Maleficium to Recover Quintessence

While all magicians dip into the aether from time to time to replenish their essence, Maleficium users can call upon the darker powers within the aether, generally from the Pale, to refuel their quintessence pools more rapidly. Unfortunately, calling upon such powers also corrupts the Maleficium user more quickly as well, hastening her damnation.

Calling upon dark energies to refuel enables the Maleficium user to make a Resolve + Concentration roll while using a Maleficia magical skill as a complementary skill. As these dark energies are more difficult to handle, the Maleficium

user takes 3 black dice when making this roll in addition to any other modifiers that the Gamesmaster deems appropriate. As with a regular recovery roll, the Maleficium user must make 2 successes for the recovery to work and he regains 1 quintessence pip per success. Unlike a regular recovery roll, this roll only takes a single action, not an hour.

That said using the Maleficium to recover quintessence has its price. Every point of quintessence gained grants the Maleficium user 1 Corruption Point. Even if the Maleficium user fails in her attempt, she still gains a single Corruption Point. On a Foul Failure, the Maleficium user receives 5

Corruption Points. Finally, the Maleficium user may only call upon the Maleficium to recover quintessence a number of times a day equal to her Resolve.

Drawing upon the Pale or other dark corners of the aether so quickly also affects the magician and the world around her. The effects of this depend upon the type of Maleficia used as the complementary skill and the number of Corruption Points she gained from the roll. The Gamesmaster is free to interpret this as she sees fit, but here are some guidelines.

Gaining a single point of quintessence has a small, immediate effect. Plants may wilt around a necromancer, while the veins may pop out of a haemomancer. A demonologist may leave scorched footprints on the floor, while a mesmerist may simply make everyone around her feel uncomfortable towards her.

Gaining 2-4 quintessence points either keeps minimal effects occurring for several minutes or causes a spectacular immediate effect. A necromancer may cause an entire tree to wither away or the steps of a staircase may disintegrate as she descends. The curtains behind a demonologist may burst into flames or she may leave a trail of scorched footprints as she walks.

Gaining 5 or more quintessence points creates a spectacular effect as well as lingering minor effects, often up to an hour. In addition, the Maleficium user may attract the attention of a Pale Archon or even the Heavenly Host. Many a powerful demonologist or necromancer has called upon an impressive amount of Maleficia-fuelled quintessence only

to receive an appearance from an Ophanim and hear that frightful monotone, "We are righteous, we bring serenity."

## ~ DEMONOLOGY ~

Demonology is the path of personal power and self-aggrandisement in life with the promise of the same in the hereafter if the magician has proven himself worthy, as much as one can trust a demon. The numerous demonologists entering into diabolical pacts evidence the appeal of the reward as greater than the risk of failure, even though none know of any demonologist blessed with the coveted prize for blasphemous servitude.

### Hierarchy of the Pale

Infused with Entropy, the structure of the Pale is not static; the demons are ever at odds with each other. This fluidity may well take generations or lifetimes to affect any change in mortal terms, but a demonologist that neglects to keep as up-to-date with the Pale courts is likely setting themselves up for a very, very nasty fall.

Perhaps the most trusted (and outlawed) grimoire is a 12th century tome entitled *Liber Tredecim Lunarum* (*The Book of Thirteen Moons*). Original and extant copies of this rare tome are as good as impossible to come by. In the 16th century, Cardinal Giovanni Bossi wrote the now infamous treatise, *Il Libro di Tredici Camere*, based on an actual copy of the tome he confiscated during his time with the Inquisition. Although written as a book for the exorcism of demons



and understanding of outlawed demonologists, the book was ultimately confiscated by the Inquisition and resulted in Bossi's own excommunication and execution. At the turn of the 19th century, Benjamin Croxley published a three-volume study of the treatise entitled *The Secrets of the Thirteen Chambers*, although often published abridged and under the title of *The Book of Thirteen Chambers*. Croxley is credited as having formally established the Paradigm of Thirteen Chambers, in which he updated much detail remiss from both the original grimoire and Cardinal Bossi's treatise. Despite originally writing the volumes in an attempt to vindicate the misunderstood cardinal, he himself was branded a dangerous demonologist and executed.

The *Liber Tredecim Lunarum* classifies eight cardinal sins: despair, envy, gluttony, greed, lust, pride, sloth, and wrath. Seven of these are borne from desire for sinful indulgence, be it excess in sex, food, drink or material wealth, the coveting of the glory and prosperity of others, a conceited desire for superiority amongst one's peers, vengeance to slights both real and imagined, or the disinclination to labour and exertion. The eighth, despair, is given the utmost importance, as it is the voluntary abandonment of Order for Entropy and often leads to the indulgence of the other seven sins. It is also gateway for many potential

demonologists, as despair leads to the sorrowful mind-set that their sins are too great to be forgiven.

### The Thirteen Chambers of the Moon

Demons are to the moon what angels are to the sun, and so it is to the stages of the moon that the courts of demons are associated. Over each court rules a Demon Lord; and above all is Paline, the Queen either for whom the Pale is named or is known as such because she is Empress of all demons. To each moon is assigned a throne and to each throne two courts: a Shining Court – ruled by one of the major Demon Lords – and a Shadow Court, assigned to a vassal. There are two exceptions: the first is Paline the Subverter, the Lady of Lust, whose throne holds no Shadow Court; the second is Räum, the Shepherd in the Dark, the Lord of Despair, who does not technically possess a court, though it is referred to as the Umbral Court, it lies at the metaphoric vestibule of each court, but officially does not have one itself. It is but the cold shadow of Paline's demonic light.

Chambers is the term used to actually refer to magical seals associated with each of the moons and they describe each court, its characteristics and host. Even a demonologist working from another sources knows that they must study and learn the characteristics of the court of demons they are

PALE THRONES	COURTS	DEMON LORD	ASSOCIATED MOON	ASSOCIATED MONTH
Lust	Pale	Paline	Pale	Second moon of the month
Envy	Shining Shadow	Seere Gäap	Oak Death	December March
Gluttony	Shining Shadow	Belial Stolas	Mead Hunger	July February
Sloth	Shining Shadow	Malphas Beleth	Milk Old	May January
Greed	Shining Shadow	Dantallon Purson	Red Blood	August October
Pride	Shining Shadow	Azazel Andrealphus	Flower Barley	June September
Wrath	Shining Shadow	Glasya-Labolas Focalor	Hunter Waking	November April
Despair	Umbral	Räum	New / Dark	At least once a month



to work with, an undertaking that may take up to several months before such summoning can be conducted and years to a lifetime to master. Dedicated demonologists may spend their entire life unravelling the mysteries of just one chamber, never once dealing directly with another.

Although designated their own moons, all Shining Lords can be summoned on either moon associated with their throne. Some Shadow Lords, like Gääp, prefer their associated month. This does not preclude their summoning through the year, but any summoning bonuses for summoning them is only applied at these specific dates. Räum is an exception in that all the summoning bonuses are reversed for him, making it easier to summon him during the New and Dark Moon, and as he has no single moon associated with him he

can be summoned during any of the moons, making him by far one of the most accessible demons.

**Summoning Bonuses**

Summoning demons is a lengthy ritual, the better prepared and the better tailored to the particular demon, the more favourable the demon may be to appear. Likewise, if the correct time of day is observed, a further bonus is accrued. The ideal time for summoning demons is at the time of the full moon (with the exception of Räum); but, during the moon's synodic month, any time may still grant bonuses. The table below lists the adjusted difficulties for summoning demons of each of the seven circles and the bonus granted for carrying out the summoning itself at the apex of the lunar phase. For Räum, however, all modifiers

LUNAR PHASE	DEMONIC CIRCLE	DIFFICULTY MODIFIER	APEX	APEX BONUS
New	1st - 3rd Circle	None	Noon	+1 Dice
	4th - 6th Circle			
	7th Circle			
Waxing Crescent	1st - 3rd Circle	None	3pm	+1 Dice
	4th - 6th Circle	None		
	7th Circle	-1 black dice		
First Quarter	1st - 3rd Circle	None	6pm	+2 Dice
	4th - 6th Circle	-1 black dice		
	7th Circle	-2 black dice		
Waxing Gibbous	1st - 3rd Circle	None	9pm	+2 Dice
	4th - 6th Circle	-2 black dice		
	7th Circle	-3 black dice		
Full	1st - 3rd Circle	-1 black dice	Midnight	+3 Dice
	4th - 6th Circle	-3 black dice		
	7th Circle	-4 black dice		
Waning Gibbous	1st - 3rd Circle	None	3am	+2 Dice
	4th - 6th Circle	-2 black dice		
	7th Circle	-3 black dice		
Last Quarter	1st - 3rd Circle	None	6am	+2 Dice
	4th - 6th Circle	-1 black dice		
	7th Circle	-2 black dice		
Waning Crescent	1st - 3rd Circle	None	9am	+1 Dice
	4th - 6th Circle	None		
	7th Circle	-1 black dice		
Dark	1st - 3rd Circle	None	Noon	+1 Dice
	4th - 6th Circle			
	7th Circle			

should be reversed; -4 black dice for the difficulty modifier and +3 dice as an apex bonus during New or Dark Moons, decreasing accordingly as the moon becomes full, etc.

To accurately calculate the age of the moon and the apex, the demonologist must know the date of the last full moon and then make a Difficult (3 black dice) Wits + Astrology roll. On a success, the demonologist knows the exact date and time to carry out the ritual. On a partial success, the demonologist is off by a day or two, but doesn't realise it. When conducting the ritual he does not get the apex bonus and the difficulty modifier is reduced by 2, to a minimum of a zero reduction. On a failure, the margin of error is too great to get a bonus, even if performed in the correct month as the paraphernalia of the ritual is geared towards a different cycle. On a Foul Failure, the demonologist has got his lunar calendar completely mixed up, perhaps from using erroneous charts or moon names. This might, in fact, incur a penalty or, if summoned during the moon of a rival demon, it may invoke the demon's wrath!

## Demonic Invocations

### Aurum Stulti      𐌆𐌚𐌗𐌚𐌗 𐌸𐌆𐌸𐌆𐌗

#### Fool's Gold

*Cost:* 2

*Difficulty:* 0

*Range:* Touch

*Duration:* Minutes

Alchemists sought to turn lead into gold, while demonologists sought the quicker path of simply purchasing goods with junk made to look like gold. This spell increases the perceived value of an item. It fools a jeweller into mistaking glass for diamond, brass for gold; it can even fool someone into mistaking a ha'penny for a guinea. At a casual glance, anyone looking at the item is automatically fooled. However, if someone scrutinises the glamoured piece, they may see past the illusion with an Appraise or Perception roll (Gamesmaster's discretion) with a difficulty equal to the number of successes gained when casting the illusion.

### Corpus Languida      𐌸𐌚𐌗𐌚𐌗𐌚𐌗 𐌆𐌚𐌗𐌚𐌗

#### Listless Body

*Cost:* 2

*Difficulty:* 3

*Range:* Touch

*Duration:* Rounds

If the target of this spell does not pass a Difficult Resolve test, he suffers a 4 black dice penalty to all physical activities as the target's whole body suddenly feels like a dead

weight. The target's mental faculties are still fine, but any physical activities such as combat, running, even walking and talking seem to be a strain. Muscles relax to the point that moving them requires a great effort.

### Gaudium Mutila      𐌸𐌚𐌗𐌚𐌗 𐌸𐌚𐌗𐌚𐌗

#### Broken Joy

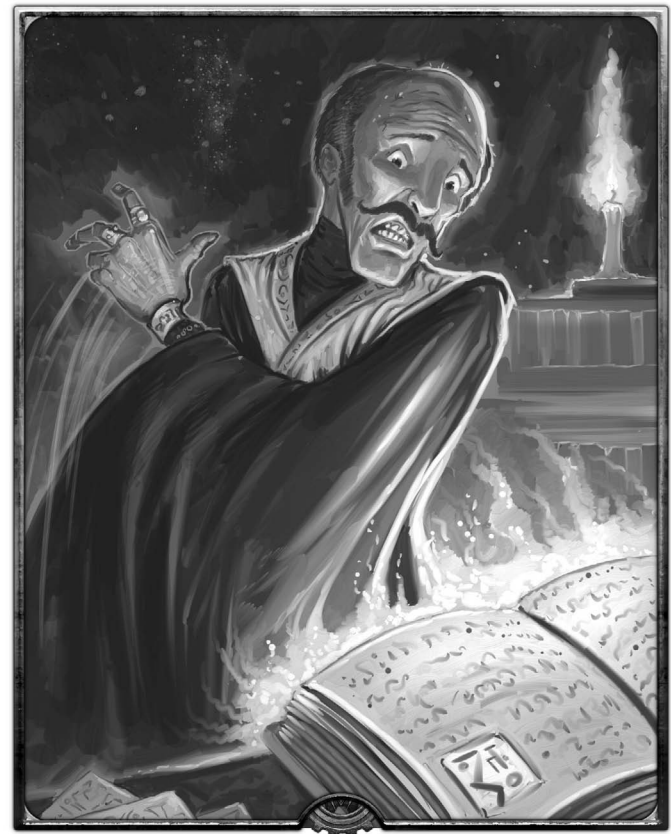
*Cost:* 3

*Difficulty:* 6

*Range:* Sight

*Duration:* Days

Often used by the few demonologists with Räum as a patron to aid in corrupting the faithful, this has been used for many other purposes by inventive sorcerers. If the target fails a Difficult Resolve roll, they become uncomfortable (even fearful) in the presence of the spell's subject, deriving no joy from it where before he may have. For example, a priest may find himself finding no comfort from items relating to the Aluminat faith, a judge may fear entering the courtroom or an artist might be repulsed by his own work.



Treat this curse as though it were a Complication: the target may attempt to overcome this malady once a day with a Difficult Resolve roll for a number of hours equal to their successes. Otherwise, they suffer 3 black dice for all mental



becomes the centre of attention and admiration at social gatherings. However, for half the spell's duration after it has ended, those bonus dice become black dice for all the same social situations, suddenly creating a sense of unease and revulsion in those around him.

### **Virtus Insana**      𐌆𐌆𐌆𐌆𐌆𐌆 𐌆𐌆𐌆𐌆𐌆𐌆

#### **Furious Might**

*Cost:* 2

*Difficulty:* 0

*Range:* Self

*Duration:* Rounds

With this blatantly demonic spell, the caster channels a demon of wrath to partially manifest within their body. The caster's muscles ripple and grow, the overall body mass increasing (sometimes tearing clothing if not loose-fitting), the skin becomes leathery, his eyes glow red, his fingernails become like talons. For the duration of the spell, the caster gains +4 dice of Strength, +2 Health dice, Natural Armour 1, they can use their claws (Fisticuffs) to deal lethal damage and they also gain the Fear quality: opponents must immediately make an opposed Presence vs Resolve test, placing them at -4 to all rolls for (2 + caster's Presence) rounds, else they are immune for 24 hours to the terrifying sight. The caster is, however, filled with a terrible fury which is impossible to control. The spell may not be willingly dropped and must run its course; if during that time there are no enemies left to fight, the semi-manifest demon turns on the nearest friend. The only control the caster has is that he may retain the demon's presence at the end of the spell by spending the full quintessence cost again to keep the demon for one additional round. This can be done as many times as the caster feels he needs to, including spending his own Health. In this state, he may willingly release the demon at any time. The demon is automatically released if the caster loses consciousness, even if the spell is still active.

### **Summoning Invocations**

The invocations required to summon demons are complex and laborious affairs, especially if trying to invoke a demon at the correct lunar apex. Furthermore, each court has its own favoured incense and accoutrement. An invocation for a particular demon is known as a chamber or seal; each with their own specific chants and rituals. The more distinguished the demon, the more detailed the summoning. One does not attempt to summon a demon lord simply using the generic summoning rituals listed in the *Victoriana Core Rulebook* and below and expect them to become their patron. These generic rituals should be used as guidelines from which the Gamesmaster may customise invocations for particular

demons. A demonologist should always know the name of the demon he is invoking, attempting to summon whatever first answers the call is a sure-fire road to self-destruction and damnation; the sorcerer would be lucky to walk away alive with only crippling madness.

As such, the ritual's requirements from the *Victoriana Core Rulebook* may be modified to suit a particular demon's tastes if the Gamesmaster desires. For the higher-level invocations listed below, generic ritual needs become difficult to pin down. The requirements become far more about a state of mind than simply an offering and such things tend to be very tied into the courts to which the demon is aligned. For example, a demon of the Shadow Court of Gluttony may require the sorcerer to undergo a fast for a week or a month prior to the ritual so as to create a sense of craving, while a demon of Gluttony's Shining Court may require the demonologist to wastefully indulge in expensive, extravagant, exotic delicacies each day or week for a month prior to the invocation.

Some demons of Greed have been known to require the burning of money during the ritual, demons of lust to be summoned whilst the caster is in the midst of a sexual orgy, and demons of wrath to be summoned while hatred burns within the sorcerer's heart or after committing acts of violence. The Gamesmaster is encouraged to be inventive, these higher level demons demand commitment from the summoners to be considered worthy a response.

Demons from the Fourth Circle upwards have no need to possess a host and can manifest fully when summoned, requiring some quintessence to do so. They often take far more than they give when they return to the Pale (such as the demonologist's soul, eternal service, and so on), but this

### **A Note on Archon Stat Blocks**

Although demons, devils, karabim and other archons typically have enough power to overcome a group of starting adventurers, cosmologically speaking, archon stat blocks are relatively weak. Gamesmasters should note that these are simply the temporarily manifested physical forms and, once killed, the archon merely returns to his or her own plane and is regenerated again, which is essentially a very potent version of the Rise Again ability. Such a 'risen' archon typically won't return for some time, although another aspect of that archon may be called upon.

is considered by many a price worth what they're capable of offering.

### Sextus Orbis Damoniaci Evoco

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#### Summon Sixth Circle Demon

*Cost:* 12

*Difficulty:* 12

*Ritual length:* 12 hrs

Success brings forth a demon from beyond the Sixth Pale. These demons are the greater princes and dukes and are more used to commanding than being commanded. Demonologists that value their lives rarely summon at this level, choosing to reach the demon through a lesser servitor as a representative and proxy. They are tough negotiators, more likely to play patron than enter into a pact longer than a single request, though if they deem it beneath them, so help the sorcerer afterwards as they can be vengeful once released. For every day after the pact that they wish to remain manifest they must spend a quintessence die (6 pips) every moonrise.

### Septimo Orbis Damoniaci Evoco

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#### Summon Seventh Circle Demon

*Cost:* 14

*Difficulty:* 18

*Ritual length:* 14 hrs

Success brings forth a demon of the highest circle. These demons are the kings and queens of the Pale. They may not sit upon one of the Pale Thrones, but many of them hold powerful minor thrones nonetheless and are not to be taken lightly. One day, they may hold one of the Thirteen Chambers; some desire this to be sooner than later. They enter into pacts only if it amuses them to do so and advances their cause in some way. They make excellent patrons, though they may well use up the demonologist's worth quickly and claim their body and soul even sooner. Once manifest, these demons barely need to spend quintessence to remain manifest, requiring but one quintessence die each full moon. Although the Lords of the Shadow and Shining Courts are technically Seventh Circle demons, they do not respond to this invocation.

## Demon of the Sixth Circle

*Physical:* 14

*Initiative:* 11

*Mental:* 14

*Health:* 20

*Social:* 15

*Quintessence:* 60

*Armour Value:* 8 (demonic skin)

*Special Traits:* Entropy 6, Ageless, Demonology (all), Incapacitating Attack (madness), Huge, Protean, Thaumaturgy (all), Unstoppable

*Complications:* None

*Damage:* Typically as per magical attacks.

Demons of the Sixth Circle vary in appearance greatly and the above traits should be used as a guideline only and adjusted accordingly. When manifest fully, many stand at around 10-12ft tall, but may alter their size to blend into the sapient world. They reflect greatly their Court in appearance. Lords of Wrath, for example, may appear as more terrifying forms of their lesser generals (see the *Victoriana Core Rulebook* pg. 307), while Ladies of Greed may appear as beautiful, wealthy nobles ever followed by an entourage of lesser demons of the Third Circle. Demons of this power are far more capable of hiding their demonic features and may choose to appear completely mortal. Abilities such as See the Supernatural reveal their true form, however, which is often terrifying to behold.

## Demon of the Seventh Circle

*Physical:* 14

*Initiative:* 11

*Mental:* 14

*Health:* 20

*Social:* 12

*Quintessence:* 56

*Armour Value:* 12 (demonic skin)

*Special Traits:* Entropy 6, Ageless, Demonology (all), Incapacitating Attack (madness), Huge, Protean, Thaumaturgy (all), Necromancy (all), Unstoppable

*Complications:* None

*Damage:* Typically as per magical attacks.

Demons of the Seventh Circle are just as powerful as any Shadow or Shining Lord except that they do not hold a major throne. They may, however, hold thrones of their own that are simply petty domains of the major courts. Their appearances vary greatly, but they rarely bother to manifest unless it is to truly create havoc. They can take any appearance, but exhibit pale and unusually coloured eyes. These are the only thing they have no control over and are often the only real sign that anything is wrong. Their true forms can sometimes be upward of 20ft tall and are terrifying to behold.

The Gamesmaster may use these stats as a guideline for Shadow and Shining Lords as they are essentially of the same circle.



of Order clean of Nergal and makes Lucifer the leader of the devils from the start. The Followers of the Word hew closer to the Yehudi text, attributing the Great Cataclysm to the 'Nergaleen,' a specific category of demon or devil, and the resulting purification of the world by the Heavenly Host.

Regardless of the accuracy of the various passages, Maleficium scholars do note that self-proclaimed 'devils' do behave differently from most demons. While demons tend to corrupt sapients simply because they can, devils seem to have an agenda, one that involves undermining the Heavenly Host and its Earthly agents. They tend to be fairer in their dealings and contracts with magicians, or diabolists, preferring to hook such magicians into long-term damnation rather than revel in their suffering from detrimental enforcement of a single contract. A devil strives to give the diabolist what she wants while pursuing the devil's goals. Thus, a diabolist that wants power and influence may get it but at the cost of destroying a local Aluminat priory or shredding the reputation of a kind-hearted noble. It is ultimately the devils' goal to remake the Earth, not drag souls to the Pale. That said, devils certainly do the latter, often transforming the deceased into devils themselves.

### Diabolists are still Demonologists

Regardless of whether the Guild considers demonology and diabolology to be separate disciplines, for mechanical purposes there is no difference. Diabolists still use the Demonology skill to perform operations and may freely choose operations from either list. Many diabolists are also necromancers (this, of course, requires the Necromancy skill).

### Devils' Nature

While demons and devils share both the Pale and even worshippers, the two types of archons couldn't be more different than each other. Demons revel in entropy and sin, embracing freedom and bowing to no one; the demon hierarchy is maintained by force and acknowledged as a necessary measure against other archons. Devils, on the other hand, embrace Harmony; both Entropy and Order are tools to an end, and they like the world as it is. Devils are also more prone to using necromancy than demons. Theologians often use fire and ice to distinguish the two; demons, revelling in the heat of passion and sin, are depicted as red, fiery archons, while the cold, calculating devils are depicted as blue, frosty archons. Consistent with this vision, Pandemonium, the City of Brass, is often depicted as

an industrial factory in a frozen wasteland, its smokestacks billowing with the frosty remnants of spent quintessence. Devils follow a strict hierarchy (although ambitious devils can attain higher positions through cunning and guile). Ultimately, the devils want to resume their place as shapers of the world. It is also believed that there is a war within the Pale, as both demons and devils claim the souls that find themselves in the Pale.

One particular point of controversy is how much power Lucifer holds as leader of the devils. The Aluminat Codex certainly makes the case that Lucifer is the autocratic King of Pandemonium (and thus perverts the order of the Heavenly Host), but some theologians have proposed that, as former Karabim, the devils would naturally shy away from a single leader and Lucifer is merely 'first among equals' amongst the Ice Lords.

### Diabolic Invocations

#### Copula Dolens Barbed Bonds

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Cost: 3

Difficulty: 3

Range: 10 yards

Duration: Hours







**Frigus Telum**

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**Frost Bolt***Cost:* 2*Difficulty:* 3*Range:* 20 yards (bolt range)*Duration:* Instant

This bolt acts exactly like an Aer Telum, with the caveat that it also freezes whatever it hits. The bolt looks like a stream of icy thorns that hits the target for 8 dice damage. Each degree of success also adds 1 die frost damage and binds the target with icy bonds of 2 Strength (so three degrees of success would add 3 dice frost damage and 6 Strength bonds). Icy bonds eventually weaken and melt; the bonds lose 1 Strength per half hour (this can be accelerated if heat is applied). This invocation is not resisted by Resolve, instead the rules for dodging ranged attacks apply. One operation provides one bolt.

**Hospes**

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**Guest***Cost:* 2*Difficulty:* 0*Range:* Special*Duration:* See description.

This invocation enables the diabolist to gain access to restricted areas simply by presenting herself as an acquaintance. No deception is required; the diabolist can use her true name and appearance. When the diabolist presents herself, the owner, when summoned, 'remembers' the diabolist is a good friend or acquaintance and, if necessary, makes an exception to any guest lists (in truth, the owner doesn't remember, but he is embarrassed that he doesn't because the diabolist seems familiar to him). The owner of the place or event that the diabolist wishes to enter may make a resistance roll.

There are limitations to this invocation. The diabolist gleans no information from the target; she can goad him into believing they'd met before and had good times (although she can use other means, such as skill rolls or magical abilities, to learn specific tidbits). Also, this invocation only gains access to public or semi-public areas; the host won't trust a 'forgotten' acquaintance to go into locked rooms or otherwise secret areas.

Also, the diabolist only retains access so long as she exhibits good behaviour; should she offend the target then this invocation is over and she may not use it on the target again. Presuming she left on good terms, the diabolist may use this invocation on the target again, but after a couple of such encounters they probably have moved on to genuine acquaintanceship.

**Legion Advocati**

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**Legion's Aid***Cost:* 2*Difficulty:* 3*Range:* Self*Duration:* Rounds

The city surrounding Pandemonium is filled with the damned souls of those who submitted to Entropy in a devil's name. Sometimes these souls can be called upon to aid the living. This invocation enables the diabolist to be possessed by a damned soul that has a particular skill that the diabolist requires. In effect, the diabolist gives her body to the spirit to perform the talent or skill for her. The dice pool of the skill is equal to the number of successes made on the invocation. The spirit performs one task before returning to the Pale.

A danger in using this invocation is that the summoned spirit rarely wishes to return and, once completing the task, tries to remain in possession of the body. The diabolist must make a Resolve + Concentration roll against the dice pool of the summoned spirit (as determined by the casting roll) or be possessed. Expelling a possessing spirit is the same as under the demonic possession rules.

**Machina Compos**

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**Machine Possession***Cost:* 3*Difficulty:* 3*Range:* Sight*Duration:* Rounds

The diabolist can transfer her consciousness into a machine to temporarily possess it. She can then make the machine function apparently of its own accord. While the diabolist's aetherial presence can make the machine do seemingly impossible things, she cannot make the machine do something beyond the purpose for which it was designed; so a printing press cannot suddenly start moving about a building, but it can suddenly start printing wildly or even print something other than it should be. At the end of the invocation's duration, the diabolist can sustain the spell for an additional round for the cost of 3 quintessence per round.

**Mercatus Ineptia**

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**Fool's Bargain***Cost:* 3*Difficulty:* 3*Ritual Length:* See description*Range:* Worldwide*Duration:* See description

This invocation enables the diabolist to offer something in a contract negotiation that would normally be difficult (if not

impossible) for the target to obtain just by signing a mere contract. Unfortunately, the reason why the diabolist can fulfil this offer is because the fulfilment actually comes from a devil. This devil must be previously contracted by the diabolist through the usual means of demonic/diabolical contract negotiation. This is why the cost of this particular invocation is relatively low, as most of the power comes through the contract.

Diabolists usually use this invocation when they desperately need something from the target and they see no other way of acquiring it, as they've likely already failed through other means. The quality of this improbable offer depends on the devil contracted. A minor devil may only be able to manipulate events to ensure chance meetings (such as bringing a long-lost family member back into the target's life or ensuring that a lost love is available again by effecting an accident to get the rival out of the way). A more powerful devil might offer gifts, restore lost limbs, or get the target (or a friend) out of a prison sentence. The most powerful devils can bring back lost lovers (provided that they are in the Pale), put the target in a position of power, or otherwise completely change an aspect of his life. The Gamesmaster has final approval on what a devil can or can't accomplish.

Of course, this invocation has a downside. Soon after the realisation of the target's wishes, something occurs to poison it. Again, the nature and impact of this reprisal depends on the 'offer.' The missing friend or lover may return only to try and kill the target to settle an old score (of which the target may not even be aware). A restored limb may have a mind of its own, and a lover brought back from the dead may now be a vampire. The devil involved may offer the target a deal to be rid of the detrimental effects, but this often negates the contracted benefit as well. In any event, the target isn't likely to think too kindly of the diabolist afterwards.

### **Pesis Davius Ionus**

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#### **Davey Jones' Curse**

*Cost:* 2

*Difficulty:* 3

*Range:* Touch

*Duration:* rounds

Davey Jones is a devil well-known to sailors; he often appears during distressing times, such as horrific storms or when the ship is sinking, and offers them a choice. The details of this choice (as with most sailors' tales) vary with the telling, but the choice is always difficult, even when one of the possibilities is a drowning death.

This invocation requires the diabolist to grab her victim by the throat as part of a grapple. While her hand remains at the target's throat the diabolist can cast this invocation. If the target fails the resistance roll then his lungs fill with water and water streams from her mouth and nostrils. The target may hold her breath for 2 rounds per point of Fortitude, after which she takes 5 pips of drowning damage until the duration ends.

### **Plumbum Sulfuris** ⲛⲁⲃⲉ ⲛⲁⲓⲛⲁ ⲛⲁⲓⲛⲁ ⲛⲁⲓⲛⲁ **Brimstone Bullet**

*Cost:* 2

*Difficulty:* 3

*Range:* 20 yards (bolt range)

*Duration:* Instant

As ultimately proponents of Order, Devils prefer to rely on technology rather than flashy displays of magic. This invocation enables the diabolist to enhance a missile's potency. Originally known as *Sagittal Sulfuris (Brimstone Arrow)*, this invocation has changed with the times, although a diabolist may still cast it with more primitive ranged weapons. The diabolist must successfully use the weapon in order to get this bonus; as a result, the invocation is not resisted by Resolve, instead the rules for dodging ranged attacks apply.

Each success in a *Plumbum Sulfuris* casting roll adds 1 die to the normal weapon damage. In addition, each degree of success also bathes the target in a 1D intensity fire (so 6 successes, an Impressive Success, would create a 4D intensity fire). This fire burns the target each round after being hit until the fire can be put out.

### **Scandalum** ⲛⲁⲃⲉ ⲛⲁⲓⲛⲁ ⲛⲁⲓⲛⲁ ⲛⲁⲓⲛⲁ **Temptation**

*Cost:* 1

*Difficulty:* 0

*Range:* 10 yards

*Duration:* Instant

This invocation enables the diabolist to activate a target's Complication, or tempt her to act as if she did have a Complication, so long as that Complication is tied to one of the eight deadly sins. This invocation can only be used if the conditions are conducive to the sin being indulged; it's difficult to trigger gluttony if there is no food nearby or greed if there is no opportunity for material gain.

The target can resist with the usual Resolve roll; however, if the temptation is related to a Complication that the target already has then 3 black dice are applied to the roll. If the target fails then she indulges in the temptation at least for a few minutes. No fate points are gained when Complications



shape of a horse, the pale horse has small reptilian scales, a prehensile neck, and wicked teeth. Its mouth constantly hisses frost and it leaves icy hoofmarks behind. When a diabolist mounts a pale horse, it disappears and reappears anywhere on Earth, after which it allows the diabolist to dismount or throws him off, after which it returns to the Pale. A pale horse can also shuttle a diabolist back to the Pale, but only if instructed to do so by an Ice Lord.

#### **Pale Horse**

*Initiative:* 8     *Physical:* 12     *Mental:* 6  
*Health:* 20     *Armour:* 6 (Frozen scales)  
*Damage:* Kick (6), Bite (4 + 3 frostbite)

#### **Lemure Evoco**     ጌፊሊገ ገደላደገር **Summon Lemure**

*Cost:* 4  
*Difficulty:* 6  
*Ritual Length:* 2 hours

This ritual summons a lemure. Lemures are the work horses of Pandemonium and usually summoned to perform manual tasks. While lemures follow a diabolist's instructions to the letter, they are carnivores and won't hesitate to snatch and eat any animal (including sapient!), they encounter unless harming the potential meal was specifically prohibited by the diabolist. Lemures only need to spend 1 quintessence point per minute to remain on Eath.

#### **Indulger Evoco**     ጌፊሊገ ጩጩጩጩ **Summon Indulger**

*Cost:* 4  
*Difficulty:* 6  
*Ritual Length:* 3 hours

Success in this invocation summons an indulger. Indulgents are eager to satiate any sins that the diabolist may have in order to clear her mind and better serve the Ice Lords. The typical indulger acts as any good friend or concubine would, encouraging indulgence but not necessarily forcing it upon the diabolist. An Indulger need not spend quintessence to remain if he remains with the diabolist while the diabolist is indulging in the particular sin that the indulger represents.

#### **Pedite Evoco**     ጌፊሊገ ገገገገገገ **Summon Pedite**

*Cost:* 6  
*Difficulty:* 8  
*Ritual Length:* 3 hours

Success in this invocation summons a pedite. Pedites are the foot soldiers of Pandemonium and are often summoned as extra muscle or bodyguards for the diabolist. Pedites are cold and ruthless, preferring to kill than capture.

#### **Centurion Evoco**     ጌፊሊገ ዕረገጩጩጩ **Summon Centurion**

*Cost:* 8  
*Difficulty:* 8  
*Ritual Length:* 4 hours

Success in this invocation summons a centurion. These leaders of pedites can be quite cross when summoned and seek to accomplish the diabolist's orders quickly so that they can return to their troops. Centurions are never happy about being summoned.

#### **Justicar Evoco**     ጌፊሊገ ጩፊፊፊፊፊፊ **Summon Justicar**

*Cost:* 10  
*Difficulty:* 10  
*Ritual Length:* 8 hours

Success in this invocation summons a justicar. Justicars are generally summoned when there is a dispute about a contract. In all of these cases the diabolist must summon the justicar whether it is he or the devil that is charged with breaking the contract. Justicars rarely leave the summoning circle, dispensing justice and then returning to the Pale.

#### **Glaci Dominator Evoco** **Summon Ice Lord**

*Cost:* 15  
*Difficulty:* 12  
*Ritual Length:* 12 hours

Success in this invocation summons an Ice Lord. Ice Lords are the most potent of devils and do not appreciate being called upon by just anyone. A diabolist without an 'adequate' reason for summoning them may find herself frozen for all time while her soul is taken to Pandemonium to serve the offended Ice Lord.



## Devils of the Pale

### LEMURE

*Physical:* 7      *Initiative:* 6  
*Mental:* 8      *Health:* 10  
*Social:* 6      *Quintessence:* 30

*Armour Value:* 4 (devilish scales)

*Special Traits:* Ageless, Demonology (*Copula Dolens, Frigidus Tactus, Frigus Telum*), Night Vision, Thaumaturgy (*Ignicule, Obscure*).

*Complications:* None.

*Damage:* Claws (4), bite (6).

Lemures are a rather diverse group of devils and come in varying shapes and sizes. Some Maleficium scholars and theologians believe that the serpentine lemures are minor archons from a time when reptile sapient ruled the world, largely based on their similarity to reptilian sapient such as the Apophids and Sobkeen (this theory currently becoming fashionable with the recent discoveries of what Rev. William Buckland has termed 'dinosaur' fossils). Lemures are a servitor caste and are often summoned to aid with manual labour.

### INDULGER

*Physical:* 10      *Initiative:* 8  
*Mental:* 10      *Health:* 12  
*Social:* 10      *Quintessence:* 48

*Armour Value:* 2 (devilish skin)

*Special Traits:* Entropy 3, Ageless, Beautiful x5, Demonology (*Diabolus Dulcedinis, Frigus Flagellum, Scandalum*), Glib x2, Necromancy (*Vox Dominor*), Night Vision, Thaumaturgy (*Aer Sinus, Decoro, Phasmatis Vinculum, Refoveo*).

*Complications:* None.

*Damage:* Whip (4 + 3 frost).

Indulgiers embrace specific deadly sins. They often appear as a sapient that is perfectly built to indulge in a particular sin. A lust indulger may be a beautiful human, while a glutton indulger may be a grotesquely overweight Dwarf. All indulgers have 'devil marks' that can be spotted with a Difficult (3 black dice) Wits + Perception roll, such as small horns, a tail, cloven feet or coppery skin. Indulgiers summoned by a diabolist often take a form most pleasing to her.

### PEDITE

*Physical:* 12      *Initiative:* 7  
*Mental:* 6      *Health:* 16  
*Social:* 4      *Quintessence:* 36

*Armour Value:* 8 (devilish scaly hide)

*Special Traits:* Ageless, Demonology (*Copula Dolens, Frigidus Tactus, Frigus Telum, Plumbum Sulfuris*), Flight, Night Vision, Thaumaturgy (*Ignicule, Nausea, Visus Praetor*).

*Complications:* None.

*Damage:* Talons/Horns (8), Bite (10), Pale Rifle (12).

The pedites of the Devil Legions look like large hairy Boarmen with oversized heads and horns. They communicate with a series of grunts that is imperceptible to sapient, although pedites do seem to understand sapient speech. Pedites often carry bayoneted rifles into battle, but in close combat they prefer to shred their enemies with their talon-like fingers or rip them apart with their large toothy maws.

### CENTURION

*Physical:* 15      *Initiative:* 11  
*Mental:* 12      *Health:* 20  
*Social:* 12      *Quintessence:* 56

*Armour Value:* 12 (4 devilish scales, 8 plate armour)

*Special Traits:* Ageless, Demonology (*Copula Dolens, Frigidus Tactus, Frigus Telum, Frigus Flagellum, Plumbum Sulfuris*), Fear x2, Flight, Night Vision, Necromancy (*Erigo Minor Victus ex Morti, Erigo Maior Victus ex Morti, Occupo Victum Mortuum, Vox Dominor, Pando Victum Mortuum*), Thaumaturgy (*Ignicule, Visus Praetor*).

*Complications:* None.

*Damage:* Talons/Horns (9), Sword (13), Pale Pistol (10).

These commanders of diabolical armies look like tall four-armed Eldren with small metallic scales covering their bodies. Two large horns protrude from their heads, looking as if they are part of the helmet design. Traditionally armed with two swords, a shield, and a whip, current centurions often forgo the shield and one of the other weapons for firearms. Veterans of many battles, some centurions have mechanical limbs (usually magically-enchanted silver or gems for eyes as opposed to clockwork) attached.

**JUSTICAR**

*Physical:* 12      *Initiative:* 11  
*Mental:* 15      *Health:* 16  
*Social:* 14      *Quintessence:* 60

*Armour Value:* 8 (devilish scaly hide)  
*Special Traits:* Ageless, Clairvoyance (all), Demonology (*Copula Dolens, Frigidus Tactus, Frigus Telum*), Fear x2, Flight, Necromancy (*Tactus Mortis Frigus, Signis Foetir Mortis, Vox Dominor*), Night Vision, Thaumaturgy (*Ignicule, Visus Praetor, Vita Subduco*).  
*Complications:* None  
*Damage:* Talons (7), Frost bolt (8 + frost)

Pandemonium is a twisted parody of the Divine Order and as such it needs enforcers for its laws, including contracts between diabolists and devils. Justicars are vaguely humanoid, hovering with insectoid wings. They wear cowls over their faces, which are shadowed with an impenetrable darkness; insect clicking sounds can be heard when a Justicar is silent. With bony, claw-like fingers they draw a sigil of their decisions into the accused's flesh, which

forever marks them with a burned scar (the justicar need only make the motion, not necessarily touch the accused).

**ICE LORD**

*Physical:* 14      *Initiative:* 11  
*Mental:* 14      *Health:* 20  
*Social:* 14      *Quintessence:* 66

*Armour Value:* 6/16 (devilish skin/when wearing plate armour)  
*Special Traits:* Ageless, Demonology (all), Fear x2, Flight, Necromancy (all), Night Vision, Thaumaturgy (all).  
*Complications:* None.  
*Damage:* Sword cane (9), Frost bolt (8 + frost).

Perhaps interestingly given the appearance of lower-ranked devils, Ice Lords look like attractive sapient with icy-blue skin. Ice Lords typically dress like aristocrats attending a society function and generally have a cheerful disposition. Behind that sunny smile, however, lurks a cunning mind. Ice Lords tend to limit themselves to diplomacy and negotiation, leaving 'unpleasant' matters to their underlings.

## ~ NECROMANCY ~

As a magical discipline, necromancy is difficult to place. It combines elements of both thaumaturgy and conjuration along with a healthy dose of science. At times necromancy can seem so 'scientific' that the Liberators of Entropy often point to necromancy as what all magic would become if it continues to gravitate towards Order. Others scoff at such a notion as ridiculous, since necromancy, with its reanimation of the dead, is amongst the worst perversion of Order.

The line between Entropy and Order is blurred when it comes to necrotic grafts. For many, such use of necromancy could be a boon as lost limbs are reattached or replaced, making one whole again. Unfortunately, for all its trappings of science, necromancy isn't medical surgery. Reattached limbs are animated through magic much like their clockwork counterparts and grafts are often pilfered from graves. Worse, flesh and blood grafts from others do not reshape themselves, so even a single limb replacement could physically mark a sapient as an abomination.

Needless to say, the Crown frowns on necromancy in all its forms, including the grafting and reanimating of corpse parts to replace lost limbs. Still, there is a market for such enhancements, especially when they can be masked through other magics. The Guild spends a lot of time trying to root out such necromancers.

### Warping the Dead

*Pando Victum Mortuum* is a powerful operation, but also a very open-ended one. Given the many uses of this operation we offer several examples here as to how it can be applied to an undead, a necrotic graft or even a necromancer in necrotic form.

Note that some of the effects of these warpings can stack. A zombie, for example, may have spur-covered tentacles in addition to two normal arms or a sword arm that also has a firearm built into it.

#### All-around Vision

The undead has eyes grafted at one or more points around the head that enable it to see from all sides. It's impossible to 'sneak up' on an undead with this ability.

**Bag of Bones**

The undead can dislocate and even separate its joints to enable it to creep through small spaces or hide in small areas (like inside a sack or backpack). During this period the undead is held together by its skin and muscle and moves like a snake.

**Batwings**

The undead gains the Flight quality.

**Blood Regeneration**

The undead has hollow teeth or claws that enable it to use some of the blood it draws to restore its own health. This is effectively the Life Drain quality.

**Elongated Neck**

The undead can stretch its neck to effectively make it a two to three foot-long prehensile limb. The undead can use this to make bite attacks as if it had the reach of a sword, it can peer around corners, through holes or even behind it, and it can grapple foes with its neck.

**Extra Arms**

The undead has extra arms. It gets one additional attack for every two sets of extra arms, so an undead with one extra arm would get one additional attack, while an undead with three or four extra arms would get two additional attacks. These attacks are made at full dice pool value and do not count against the total number of attacks per round.

Furthermore, an undead declaring multiple actions can choose which pool the multiple attacks split from (so an undead with two extra arms can declare four actions while only halving the dice pools (as each multiple attack is attached to a different initial attack).

**Fiery Breath**

The undead can breathe fire. This does 6 damage and sparks a fire burning at 1 dice intensity for each level of success in the area or target hit.

**Firearm**

The undead has a firearm built into its arm or other appropriate area. Lesser undead typically don't reload, so unless the gun is enchanted it runs out of bullets at some point. Large firearms, such as a shotgun, are mounted in place of hands.

**Hypnotic Gaze**

The undead has an incapacitating attack that mimics a vampire's Enthral ability.

**Independent limb**

The undead has a limb or body part that can act on its own and even detach itself from the body of the undead, using warped means to move and attack. This is essentially a zombie body part attached to a zombie.

**Mount**

The lower part of a humanoid undead has been warped to resemble a mount, typically a horse or giant spider. Not only does this enable the undead to carry things (like another undead!) but doubles their movement rate.

**Natural Weapon**

The undead has claws, horns, talons, teeth or other body parts that do extra damage, typically +2 damage dice.

**Scorpion Tail**

The undead has a tail like a scorpion. Not only can it sting for 4 damage dice, but it also injects a poison equivalent to stonefish venom (see the *Victoriana Core Rulebook*, p. 181)

**Serrated Claws**

The undead's claws are serrated, dealing more damage as they rip out of a victim. Damage inflicted is 4 dice in addition to Strength.

**Speed**

If used on a zombie, then this trait enables it to make a regular initiative roll rather than going last. If used on another type of undead, it adds +2 dice to initiative rolls.

**Spider Climb**

The undead can move up walls and across ceilings without needing to hold onto anything.

**Spurs**

The undead's body is covered with spurs that automatically deal 2 dice damage to anyone coming into contact with them.

**Sword Arm**

One of the undead's hands and lower arm is replaced with a sword blade, dealing 8 dice damage in addition to the undead's Strength.



### Tentacles

The undead has one or more of its limbs replaced with a tentacle that adds +2 dice to grapple attempts.



+ Perception roll with a number of black dice equal to the successes made in the casting roll.

*Deadly Visage* does not grant the undead the ability to speak or even to move convincingly like the person it is imitating, although a necromancer with the *Ventriloquism* skill and the ability to cast *Voice of the Dead* can make it seem as if the undead were speaking as the deceased person. Normally, the image of the deceased person is plucked from the victim's mind, although a necromancer may select the person imitated if she has reason to know his appearance and importance to the victim.

### Eviscero

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#### Evisceration

*Cost:* 2

*Difficulty:* 3

*Ritual Length:* 30 minutes

*Range:* Touch

*Duration:* 5 minutes

Through manipulation of the aether a necromancer can remove an organ from a living creature and keep them aetherically connected. A heart could be removed and continue to beat and pump blood, which continues to nourish the body even after being removed. The organ needs to be surgically removed prior to the spell being activated; this is the ritual length.

The primary drawback to this operation is that the necromancer can't keep the aetheric connection stable for more than minutes at a time. Thus, this operation is useless for keeping internal organs safe from harm (although certain cultures and traditions have other methods for doing just that). Instead, the primary use for *Evisceration* is surgery, usually by harvesting good parts from an unwilling victim in order to graft them onto someone else.

## Necromantic Operations

### Exitiabilis Facies

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#### Deadly Visage

*Cost:* 3

*Difficulty:* 3

*Range:* Sight

*Duration:* Minutes

With this operation a necromancer can make a lesser or greater undead appear to be a specific deceased person that a victim knew in life. This operation draws on the victim's own emotions, and the illusion is only visible to the victim; to anyone else the undead looks as it really does. As the operation draws strength from the victim's desire to see the deceased alive again, the victim must make a *Resolve*

roll. Unlike 'corpse' grafts, eviscerated organs are not 'dead' and act exactly as they did in life; for all intents and purposes they are true replacements for the original and don't bleed quintessence from the owner in order to continue functioning.

### Postremus Imago

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#### Final Image

*Cost:* 3

*Difficulty:* 3

*Range:* Touch

*Duration:* Rounds

It is said that the eyes keep an image of the last thing they see before a sapient dies. While that isn't literally true, there does remain a bit of necrotic-tinted quintessence that



enables a necromancer to see a sapient's last seconds before death. While the vision lasts only a few seconds, it is often enough for the necromancer to glean some clues as to the circumstances surrounding the victim's death.

There are two key points to keep in mind. First, the necromancer sees these final moments through the victim's eyes. If he was shot in the back he likely didn't see his attacker. Second, this is not an actual recording of the victim's last moments but his perception of them; sometimes a victim may see things that aren't there or mis-identify the killer, means, or circumstances. The Gamesmaster should use degrees of success to determine the clarity of the vision.

### Luridus Persona

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#### Ghastly Appearance

Cost: 2

Difficulty: 3

Range: Touch

Duration: Hours

A reversal of *Decoro*, this operation makes the target less desirable, transforming them into an ancient, emaciated version of themselves; skin wrinkles and hangs from bones, liver spots develop, teeth are yellowed and missing, hair becomes thin, stringy, and white. In addition to making this a curse on others, necromancers have found this operation useful as a disguise.

They often perform necromancy while having this operation in effect so that when hunters chase them they can remove it or throw them off the scent by ending it and casting it on someone else. At the end of the duration the target returns to normal.

### Adoptivum Corpus Fragmentum

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#### Graft Body Part

Cost: 2

Difficulty: 0

Ritual Length: 10 minutes

Range: Touch

Duration: Permanent

With this operation the necromancer can graft a body part onto a living body and enable it to be controlled by the target. The target operates the graft as if it was the original and 'feels' pain through the graft. Blood does course through the limb but it bleeds significantly less than a normal wound and some preservation fluid is mixed in with the blood.

### Vita Candesco

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#### Life Glow

Cost: 2

Difficulty: 0

Range: self

Duration: hours

This operation enables the owner of a necrotic graft to disguise its true nature by making it appear to be a living body part. When the magically treated embalming fluid is applied the graft loses all imperfections (including stitches or staples) and looks like a healthy, normal body part. This operation does not, however, alter the actual nature of the graft, so an Ogre arm treated with this operation would still look oversized if attached to an Orc.

### Resarcio Cadaver

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#### Mend Corpse

Cost: 2

Difficulty: 3

Range: Touch

Duration: Instant

This operation strengthens the necrotic magic that holds corpses together when possessed by an undead. It is very similar to the *Vigeas* operation used on the living; instantly 'healing' 1 Health pip per success. This operation only repairs injuries; it does not preserve the corpse or make it seem more life-like (which are the provinces of *Vita Candesco* and *Conservo Cadaver*, respectively).

### Mors Forma

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#### Necrotic Form

Cost: 4

Difficulty: 6

Ritual Length: 2 hours

Range: Self

Duration: Hours

With this operation the necromancer can transform her body into a corpse-like state; while she is still technically 'alive,' her body becomes corpse-like. She can still move and act normally as if 'possessing' her own body like a greater undead while this operation is in effect, but her body can't heal from injury (conversely, any viruses or diseases the necromancer may have are suspended while she is in necrotic form), nor does she feel pain while in necrotic form. Any cursory or medical examination identifies the body as dead.

The primary benefit of necrotic form is that the necromancer can treat her own body like a corpse, enabling her to use operations like *Resarcio Cadaver* or *Pando Victum Mortuum* on her own body. She also doesn't need to breathe, eat or sleep while in corpse form.

The ritual for this operation is bathing and wrapping oneself as if preparing a corpse for burial. The necromancer needs to spend most of the ritual time resting in a coffin or other burial structure.

### Conservo Cadaver ᄇᄇᄇᄇᄇᄇ ᄇᄇᄇᄇᄇᄇᄇ Preserve Corpse

*Cost:* 1

*Difficulty:* 0

*Ritual Length:* 1 hour

*Range:* Touch

*Duration:* Months

This operation prevents a corpse or partial corpse from deteriorating any further. The body is bathed in preservative oils and the operation protects it from the ravages of time. This operation does not return a corpse to its living condition; a rotting arm won't rot further, but the previous rot would remain. This operation is important for characters with necrotic grafts, as such grafts do continue to deteriorate after being attached to a living body.

### Dominatus Neurospaston ᄇᄇᄇᄇᄇᄇᄇᄇᄇ ᄇᄇᄇᄇᄇᄇᄇᄇᄇ Puppet Possession

*Cost:* 4

*Difficulty:* 6

*Range:* 20 yards

*Duration:* Instant

This operation enables the necromancer to place a deceased spirit inside of a puppet or automaton. The puppet or automaton needs to be created separately and must have an independent power source, such as an Animo operation

or a steam engine. The puppet's movements are controlled by the possessing spirit and the spirit uses the physical competence of the puppet when operating it.

As the spirit is fused with the puppet and cannot exist apart from it (destroying the puppet dismisses the spirit as if exorcised), some spirits may resist being bound. This is handled as typical for spell resistance, with the necromancer receiving 3 black dice on her roll. Once bound, the spirit cannot escape her physical 'prison.'

### Erigo Vita Corpus Fragmentum ᄇᄇᄇᄇᄇᄇᄇᄇᄇ ᄇᄇᄇᄇᄇᄇᄇᄇᄇ ᄇᄇᄇᄇᄇᄇᄇᄇᄇ Raise Zombie Parts

*Cost:* 2

*Difficulty:* 3

*Range:* Touch

*Duration:* Instant

This operation enables the necromancer to animate the body part of a corpse. Unlike grafting a body part, the raised part is an independent creature that can take commands from the necromancer, such as a decapitated head or a severed lower arm. With the exception of its strange appearance, a zombie part is considered a lesser undead and has all of the special traits and vulnerabilities of a zombie.

In spite of the lack of perceptive organs or means of mobility, a raised zombie part has basic mobility (a hand can crawl and a head can roll) as well as general awareness. Adding exotic touches to body parts, such as leathery wings for a head or spikes on a leg, is the province of the Pando Victum Mortuum operation.



**Torpor**

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**Torpor**

*Cost:* 4

*Difficulty:* 6

*Ritual Length:* 3 hours

*Range:* Touch

*Duration:* Weeks

With this operation the necromancer can put herself or another in a death-like state with the body minimally functioning to survive. While in a state of Torpor the body needs no sustenance, slowly feeding from its own fat stores. The body also needs only the slightest amount of air to breathe, enabling it to survive even when sealed in a coffin. Necromancers have found this operation useful when preserving living captives as well as a means of survival when hunters are closing in or a litche necromancer needs to preserve her body from further deterioration.

The ritual for this operation involves preparing the target and giving him a full funeral rite, after which the target is buried. This could be a full 'in the ground' burial or simply an interment in a closed coffin, sarcophagus or other type of enclosure. If the body is disturbed in any way the target awakens; this has led to most hunters chopping off heads immediately upon finding a 'fresh' corpse, just in case.

**Vox Ex Mortis**

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**Voice of the Dead**

*Cost:* 3

*Difficulty:* 3

*Ritual Length:* 30 minutes

*Range:* Touch

*Duration:* Instant

This operation enables the necromancer to speak in the voice of someone who has died. The ritual involves removing the tongue from the corpse and turning it into

a focus worn around the neck. When the necromancer touches it and speaks, her voice sounds exactly like that of the deceased person. Other than the voice, however, this operation imparts no special insight into the deceased or the deceased's relationship with anyone living.

~NECROTIC GRAFTS~

While artificers have been crafting animated artificial limbs and organs since the Golden Age, there has always been a hunger for organic replacements. Some hermeticists believe that the sorcerers of Atlantis, Lemuria, and others could craft spells that regrew or replaced lost body parts, others have argued that such magics were always beyond the capabilities of mortal magicians and that to create life, or even part of life, was to equate oneself with the Host of Heaven. The best a mere mortal could do was to use the art of necromancy to graft discarded limbs and organs to a needy sapient and give them some semblance of life.

Needless to say the implications of recycling body parts from corpses tend to shock the consciences of most civilised peoples and the science of attaching new body parts is firmly considered a Maleficia, specifically part of Necromancy. Necrotic surgeons argue that this is simply prejudice and superstition; they maintain that grafted body parts are indistinguishable from the originals and, indeed, it is possible to reattach one's own lost limb if the proper necromantic operations are used.

Necrotic grafts are in many ways superior to clockwork limbs; they retain a fleshy appearance and attach to the wearer's circulatory and nervous systems, enabling the wearer to feel and move them as if they were her own.

**BOUNCING SKULL - ZOMBIE BODY PART**

*Physical:* 2      *Initiative:* Always 1 lower than lowest person's Initiative in round

*Mental:* 3      *Health:* 4

*Social:* 0      *Quintessence:* 0

*Armour Value:* 2 (skull)

*Special Traits:* Ageless, Immunity: Poison, Immunity: Mind-affecting Magic

*Complications:* Drone, Mindless, Slow x4, Vulnerability (Fire)

*Damage:* Bite (4)

**CLAWING ARM - ZOMBIE BODY PART**

*Physical:* 4      *Initiative:* always 1 lower than lowest person's Initiative in round

*Mental:* 3      *Health:* 5

*Social:* 0      *Quintessence:* 0

*Armour Value:* 0

*Special Traits:* Ageless, Immunity: Poison, Immunity: Mind-affecting Magic

*Complications:* Drone, Mindless, Slow x4, Vulnerability (Fire)

*Damage:* Claws (4)

The problem with necrotic grafts is that they are unnatural; it is easy to spot a body part that doesn't belong. As necrotic grafts are illegal in most civilised nations; bearers go to great lengths to hide their grafts including resorting to magic.

A good necromancer can replace virtually any body part; better necromancers can add parts that weren't part of the original body. One benefit that necrotic grafts have over their clockwork counterparts is that fine manipulation is possible; there is no black die penalty for using a necrotic graft. Another benefit is that necrotic grafts are considered part of the bearer; they may not be removed except through surgery and they are targeted like any other called shot to the bearer's specific body parts.

## Social Implications

Historically, the use of necrotic grafts was frowned upon in polite society; fresh grafts had to be harvested in a ghoulish fashion, the attached limbs always looked 'off' under close scrutiny, the scars were visible, and, to those that could

sense the presence of the aether, the graft carried the glow of necromancy. The latter two points applied even to those that managed to have their original limbs or organs re-attached.

In British society, the grafting of body parts is considered necromancy. There is a strong superstition that the body part retains some of the soul of the original, so that attaching the body part is inviting part of the spirit. Supporters of this view note as evidence the fact that some graft users soon adopt mental Complications that were also found in the graft's previous owner. There have also been a few cases where the new user inherits memories of the original, sometimes believing such memories to be her own.

Receiving a necrotic graft is only legal under Guild license, which typically limits grafting to one's own body parts or those willed by a recently deceased. Even so, this practice is considered distasteful and still carries a social penalty. Unlicensed grafts automatically brand the grafter as a necromancer, but the fate of the user depends on whether

### GRAFT SANCTION PRIVILEGE (4 BP)

You have official sanction for your necrotic graft. The high cost of this privilege is due to its rarity; you've either jumped through numerous bureaucratic hoops or you are a foreigner from a land where grafting is more permissible. You still have the penalties for the Complication, but your ownership of the graft is considered legal.

### NECROTIC SURGEON LICENCE PRIVILEGE (3 BP)

Holding a variant of the Maleficium Licence, you are sanctioned by the Guild to perform surgery to graft embalmed limbs and organs on patients. You must follow a strict code when using this privilege; most surgeries are limited to reattaching the patient's original body part or attaching body parts harvested from a corpse pursuant to a properly executed will.

### DISTINCTIVE FEATURES COMPLICATION

Poorly applied necrotic grafts could count as distinctive features, such as an Ogre arm attached to a human or excessive scarring around an eye. Attempts to disguise your necrotic features are at least 1 difficulty level higher than usual.

### GRAFT MEMORY COMPLICATION

Lingering quintessence from your necrotic grafts has intermingled with your own, imparting memories from the previous owner. These scraps of memories often appear when you come in contact with a person, place, thing, or

event with which the previous owner was familiar. As this is a Complication, the memories aren't controllable and usually don't help you much; your false memories tend to manifest at inopportune times.

### NECROTIC GRAFT COMPLICATION

You have a limb or organ grafted on through necromancy. Necrotic-tainted quintessence clings to you and any magician using a magnetic ability or spell can tell that your affected limb or organ is the result of necrotic surgery. Even those without such abilities can see the tell-tale scarring that completely surrounds the point of attachment should you not keep it completely covered.

Owning a necrotic graft imposes one point of Notoriety and 5 Corruption Points on the adventurer. If you attempt to hide your condition then this is treated as Puffery, substituting a Wits + Disguise roll (applying a difficulty based on the ease of covering the affected area) for the usual Presence + Bull roll; a success (or more) merely negates the Notoriety until discovered.

With the Gamesmaster's permission, you may choose to have multiple necrotic grafts; each additional limb or organ imposes an additional 5 Corruption Points. Each limb or organ requires a separate disguise roll. Regardless of the number of necrotic grafts you have, you are still considered to have a single Complication.

the user actively requested a graft. Removing grafts is considered uncivilised so the user of an unlicensed graft is allowed to keep her grafts although she may receive a prison sentence or even the death penalty depending on her complicity in the surgery.

As Victorians don't necessarily carry their 'papers' with them to social functions, a character with an unlicensed necrotic graft may bluff his way through it by claiming to have sanction; it is impolite to ask a guest to run home and get the papers to prove his claim! On the other hand, this can also affect legitimately sanctioned owners, as other guests may not believe her claim and impose the usual social penalties, up to and including notifying the local constable.



### Harvesting and Grafting

Necrotic grafts cannot be created, they can only be harvested. Any potential graft needs to first be preserved with an *Conservo Cadaver* spell. If the necromancer wishes to return a decayed limb or organ to its former state then she must cast *Vita Candescio* as well. The body part must also be properly trimmed for surgery; this requires a Difficult (3 black dice) Wits + Medicine roll. Attaching an embalmed limb or organ requires a Very Difficult (6 black dice) Dexterity + Medicine roll as well as a successful casting

of *Adoptivum Corpus Fragmentum* in order to permanently attach a necrotic limb or organ. Attaching the graft always leaves scars that cannot be removed with any type of magical healing; while magical healing normally leaves some minor scarring, necrotic scars actively resist muting by other kinds of magic.

### Using a Necrotic Graft

As with its clockwork counterpart, a necrotic graft needs a daily expenditure of 1 quintessence point in order to operate properly. Unlike a clockwork limb, however, the aetheric sparking of a necrotic graft temporarily reminds it of the old quintessence matrix (i.e. original sapient) it belonged to and the necrotic graft attempts to reject the new quintessence matrix (the new user). The user must succeed in a Resolve + Concentration test against the original owner's Resolve (this is usually 0, unless circumstances or the Gamesmaster deems otherwise). If the user succeeds, then the necrotic graft operates normally.

If the user fails, then the necrotic graft fails to operate and the user must spend another quintessence point to try again; the Gamesmaster should impose a reasonable black dice penalty (usually 1-3 black dice) if the affected organ would be harmful or fatal to the user (a limp necrotic arm wouldn't impose a black dice penalty, but a suddenly inoperable necrotic heart certainly would!). There needs to be at least 1 minute between attempts. If the user ever suffers a Foul Failure or the necrotic graft has one success remaining after cancelling the user's successes, then the necrotic graft is inoperable for the rest of the day; the quintessence rejection was just too strong.

### Necromantic Operations

An interesting feature of a necrotic graft is that it is still considered 'undead' for purposes of necromancy. Thus, a necromancer could use the *Pando Victum Mortuum* operation on necrotic grafts; arms can be transformed into bat-like wings, fingers can be elongated and hardened into talons, and eyes could gain a hypnotic gaze. A necromancer can also use the *Occupo Victum Mortuum* operation to take control of a user's necrotic graft. Because the control is limited to a single body part, the user may continually attempt to take back control provided she has enough bruise pips and Resolve. Alternatively, the user may simply cut the affected part off, but this is likely to cause a lot of damage.

## Augmented Grafts

Some users choose necrotic grafts that grant them better attributes or new abilities, such as a muscular arm that can do more fisticuffs damage or the night vision eyes of a Beastfolk. In such cases, the user simply specifies which purchased talents are attributed to the necrotic graft. The Gamesmaster may disallow certain purchases or assign appropriate black dice modifiers

*EXAMPLE: Sir Mattheus has a muscular arm grafted on his slight frame. The player argues that this should enhance his Strength by 1, but the Gamesmaster disallows it, noting that without the support of other parts of the body the*

*arm would be limited to extra damage. Therefore, the Gamesmaster allows the player to take the Pugilist talent instead, which grants a +1 to damage when using fisticuffs or a melee weapon.*

*EXAMPLE: Tanith Morgan replaced one eye with a necrotic graft. She also selects Night Vision, arguing that the new eye came from a Catwoman. The Gamesmaster allows this talent, but imposes the Missing Eye Complication whenever Tanith uses it, as she loses her depth perception when relying on Night Vision because her original eye lacks the talent.*

## Purchasing Grafts

Unlike a clockwork limb, a necrotic graft becomes a part of the user. It cannot be detached, blood pumps through it, and the user can feel pain if the necrotic graft is damaged. Thus, there are no separate Health pips for grafts. Since a necrotic graft mimics the original in every way, there is no build point cost for selecting one or more necrotic grafts at adventurer creation; instead, owning a necrotic graft is considered a Complication. However, given the legal and social implications of necrotic grafts, as well as the Resolve contest, it's unlikely that an individual would have more than one or two necrotic grafts.

No monetary costs are given because necrotic grafts are illegal. There are sometimes medical doctors of dubious ethics and thaumaturgical degrees that are willing to dip into the local morgue or murder someone that won't be missed in return for coin, but such operations always carry exorbitant price tags. Unless augmented, necrotic grafts always act as similar replacements for the originals; an arm graft has the same Strength as the user and grafted legs run as fast as the user could before losing her originals.

## ~ HAEMOMANCY ~

*'Beware those that would drink your blood to take what the Host has given you for their own power. They must be put to the torch.'*

*– The Fifth Book of Order*

Since ancient times it is believed that sapient, and all things, are simply quantities of quintessence trapped in

physical form. Some sapient also have a bit of unshaped quintessence inside them and this can be used to manifest magic or connect them to the aether. As magicians running low on quintessence can tap their own vitality to fuel spells, it is believed that all physical creatures, especially sapient, may have the quintessence that shaped them drawn out of them. This is the domain of haemomancy.

Haemomancy is perhaps the most reviled of the Maleficium. The worst effects of demonology can at least be ascribed to Pale Archons, while necromancy generally involves the manipulation of those that are already dead. While both of these disciplines do sometimes require harming the living, neither is so completely dedicated to killing as haemomancy. Each use of haemomancy requires the sacrifice of a living sapient, something little tolerated in most civilised societies.

It is believed that haemomancy has its origins in the earliest of civilisations, where the loss of magic during the Great Cataclysm caused survivors to search for new sources of magic wherever they could. Haemomancy provided the ultimate source, usually couched in terms of sapient sacrifice for the benefit of an Old God. It also kept ancient communities manageable, as captured enemies, in addition to being enslaved, could also be used to fuel magics or grant warriors greater abilities in battle.

As civilisations advanced haemomancy fell out of favour and its adherents were driven underground. Haemomancers and their followers survived, largely as a tool for those resisting superior forces. As a result, many civilised governments adopted a 'kill on sight' policy regarding haemomancers, lest they teach their magic to others. Unfortunately for them, many of these hunters find

themselves victims of haemomancy, with their skills and abilities used against the next band of hunters. Traditionally, haemomancers used the authority of an Old God to give them legitimacy and a rallying point. Kali, Mars, Nergal, Perun, Quetzalcoatl and Taranis are all Old Gods that have had at least one haemomantic cult dedicated to them; in truth most of the Old Gods, and indeed the Heavenly Host, have had sacrifices made in their names at some point in history.

The Consortium of Hermetic Guilds takes a dim view of haemomancy. It is a completely forbidden discipline; Maleficium licences are never issued for its practice and any magician found guilty of practicing haemomancy is put to death. In addition to the Consortium, most nations have anti-haemomancy laws above and beyond those for Maleficium in general.

#### NEW SKILL: HAEMOMANCY

As a Maleficia, haemomancy requires no special talent to learn; haemomancers learn the dark art during play. This skill enables you to transform the blood of sapient sacrifice into quintessence that you can use to fuel blood enchantments. In many ways haemomancy is even more disgusting than necromancy, as necromancy may do obscene things to the dead, but you kill the living for personal gain. You have an understanding of those like you and you are aware of the signs of haemomantic cults all over the world. You can also use this skill with Presence to notice when someone has performed or is using a blood enchantment.

### Ritual Sacrifice

Each haemomantic ritual requires the death of a sapient. The length of the ritual depends on the individual spell. Anyone participating in the ritual must drink some of the blood from the sacrifice while he or she is still alive. This 'primes' the participant to be able to activate the enchantment later. You might notice that haemomantic rituals take a bit less ritual time than similar petty magic spells. This is more than balanced by the sacrifice involved, and reflects the fact that sacrificial rituals are rarely very long – victims rarely survive for long after receiving a mortal injury.

### Haemomantic Corruption

Haemomantic corruption is particularly potent; each performance of a blood enchantment ritual costs 30 Corruption Points. In addition, anyone that activates a blood

enchantment gains 5 Corruption Points. The quintessence cost for the activation is the same no matter how many enchantments were made from the original ritual.

This means that it is possible for a haemomancer to gain 35 Corruption Points she spent preparing the blood focus if she also activates it. It also means that an activator that drinks two vials of Destillo Quintessence from the same ritual would get 10 Corruption Points, even though she'd only have received 5 if she'd drunk the entire blood enchantment at once.

## Blood Enchantments

### Commutatio Aspectus

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#### Change Appearance

*Ritual Cost:* 3

*Ritual Length:* Two hours

*Difficulty:* 3

*Activation Range:* Self

*Activation Cost:* 1

*Duration:* Hours

This enchantment enables an activator to switch his general appearance, subspecies and gender based on the characteristics of the victim. This is extremely useful for spies and assassins, as it not only allows them to disguise themselves but also allows them to fully pass as a member of a different gender. An activator that changes his subspecies gains the benefits of the new subspecies but loses his old ones.

The enchantment involves burning the skin of the sacrifice while drinking his or her blood. The ashes must be sprinkled on the caster to activate the focus. The activator can only change into the subspecies or gender (or both) of the sacrificial victim. Only one focus may be created per victim.

The caster cannot determine the details of his new appearance and generally retains his original appearance, albeit modified for the new form. A human caster that changes into an Eldren, for example, would still be recognisable, except that he has pointed ears, pale skin, and cat-like pupils. Certain characteristics will still change; a Dwarf would shorten or lose his beard when changing into an Eldren, while a human that turns into a Beastfolk would be virtually unrecognisable. Casters that change their gender look a bit different, as if they were a brother or sister of their original form.





only have 4 ranks (not 7) after activating the focus. Also, the enchantment does not grant the haemomancer knowledge of the victim's skill list. If the haemomancer does not know whether the victim has a certain skill, then he needs to take a chance if he wants a certain skill. If the victim doesn't have it, then the enchantment fails.

### **Subduco Ingenium** *ἔλκετο ἡ ψυχή* **Steal Talent**

*Ritual Cost:* 1                      *Ritual Length:* 2 hours  
*Difficulty:* 2+                      *Activation Range:* Self  
*Activation Cost:* 1                *Duration:* Rounds

This enchantment allows the haemomancer to steal a talent from the sacrificial victim. Casting this ritual usually has a 2 Difficulty; for every 2 additional points another focus may be created. The focus is a curry sauce made with the blood and ashes of the sacrificial victim. It must be heated and consumed for the focus to take effect.

The haemomancer gains no knowledge of a victim's talents. If the talent wasn't observed, then the haemomancer must guess whether the victim has the talent (if he doesn't then the enchantment fails).

### **Subduco Intelligentia**

*ἔλκετο ἡ γνώσις*  
**Steal Knowledge**

*Ritual Cost:* 2                      *Ritual Length:* 2 hours  
*Difficulty:* 3                      *Activation Range:* Self  
*Activation Cost:* 1                *Duration:* Permanent

This enchantment allows the caster to steal the memories of his victim. This is a potent spell and requires strict Gamesmaster supervision. Essentially, the caster mimics the *Know Living History* Sensate clairvoyant ability by drinking the brain fluid of the sacrifice. Unlike the clairvoyant ability, however, this spell offers more clarity on a focused topic.

Generally, the caster can get clarity on a particular life experience in the sacrificial victim's memory. This could be the floor plan of a palace, the battle plan of an upcoming conflict, or vivid conversations with a particular person. The life experience must be chosen at the time of the sacrifice. Gamesmasters should feel free to increase the difficulty for very detailed information.

The brain fluid is kept in a vial and drunk like a potion. The potion can only be created for one use.

## The Boundless Ones

Paline and her Court pretend that there is nothing beyond the Pale; that demons and devils represent the Entropic end of the Celestial Engine. However, just as the Ophanim are beyond the Karabim at the extreme end of Order, so too are the Boundless Ones at the edge of Entropy. It is said that, ultimately, Entropy is not merely freedom, but the complete dissolution of natural laws, the unravelling of the world. These beings, the Boundless Ones, wish nothing more than to dissolve the world into its primordial state of nothingness. The mere appearance of a Boundless One is enough to shake the Ophanim.

No grimoires provide rituals to summon a Boundless One because to do so is an act of pure desperation, perhaps to destroy a Pale Archon or save a city from being overrun. Boundless Ones, as creatures of Entropy, take many forms and it's possible to summon a small Boundless One as easily as a gargantuan one using the same method. What they all have in common is the means and desire to destroy, often killing the summoner as well. Their mere presence creates aetheric ripples as people, objects, and even the landscape reshapes around them, twisting and breaking natural laws. The only saving grace is that the aetheric matrix that binds the world only allows a Boundless One to remain for a short time, after which it is ejected back into the realm from which it was summoned. The archons fear that one day multiple Boundless Ones, or a single powerful Boundless One, will be summoned that can break the matrix and unravel the world.

Gamesmasters should feel free to assign whatever statistics and abilities they wish to Boundless Ones. The same Boundless One is rarely summoned twice and Boundless Ones generally have anywhere from a few rounds to a few minutes to wreak havoc before the aetheric matrix pulls them out of the world.

CHAPTER VI  
EMPORIUM MAGICA



## CHAPTER VI

# EMPORIUM MAGICA

*‘There are those who question why we persist on using magical relics when science can mimic them so cheaply. The answer is simple – because we can!’*

– Lord Cornelius Blackthorne at the London Guild’s 1853 Grand Ball

While magic has been steadily losing ground to technology in the urban marketplace, they are still quite fashionable amongst the aristocracy. While in centuries past magical curiosities have been the luxuries of the upper class, status symbols that those in the budding middle class hoped to attain through wealth, the industrial revolution changed everything. Many magical curiosities can be sufficiently substituted, if not duplicated, by technology.

Still, owning a magical curiosity speaks volumes about one’s character. Many magical curiosities require quintessence to use, meaning that only adventurers with at least a die of quintessence can use them and a large quintessence pool is necessary to keep multiple magical curiosities functioning at once without taxing the adventurer. This, combined with a magical curiosity’s often prohibitive cost, marks the owner as a disciplined lady or gentleman.

While magical curiosities are impressive, they pale in comparison to the magical relics of old. Known relics are greatly prized and are often family heirlooms. Such items have no cost; acquiring one is either done ‘in the field’ or purchased at whatever price that its owner cares to set.

### Second Edition Amendments

Some of the magical curiosities in this chapter have previously appeared in supplements for *Victoriana’s* second edition. If you are using the third edition, then any material that differs here supersedes the original version.

If you are still using the second edition, then feel free to use whichever version best suits your needs.

### Practical Curiosities

#### Aetheric Pocket Watch £50

An aetheric pocket watch resembles an ornate silver or gold pocket watch that, when opened, creates a 6 inch diameter aetheric bubble that hovers over the face. Anyone looking at the bubble, no matter from what direction, can see the exact time in glowing numerals as well as any other information that the face may display. 1 quintessence point primes the aetheric pocket watch for a week. A lesser known but equal useful quality is that an aetheric pocket watch can synchronise with another if the two are opened within a few feet of each other. This can be very useful when the exact time is of the essence.

#### All-Weather Scarf (cotton £4, silk £10)

This enchanted cotton scarf enables the wearer to be comfortable in any temperature; this includes warmer weather as well, which enables one to be appropriately dressed even in dire heat. The effect lasts an hour and may be used 10 times before needing a recharge (2 quintessence points), enabling a professional to stroll to and from work for an entire week.

#### Chameleon Cloth £55

In spite of its name, chameleon cloth does not grant the user the ability to blend in with her surroundings; rather, it enables her to change the colour of her outfit on a whim, which can be quite useful if she arrives at a ball and discovers someone else wearing an outfit of the same colour and cut. The transformation only takes 5 minutes, or a quick trip to the powder room or other concealed area. Chameleon cloth requires 1 quintessence point to use and lasts for 4 hours; the colours may be changed at any time within this duration.

#### Chirurgion’s Bag £1

This medical bag contains all the tools for surgery and components necessary for useful enchantments or other magics practiced by the chirurgion.

#### Chisel Pen £30

A favourite of sigil scribes, the chisel pen enables the user to inscribe hard materials such as wood, metal, or



stone simply by writing over it with the enchanted pen. Originally designed as quills, modern chisel pens resemble ink pens with a wooden rather than metal tip. The wooden tip is dragged over the material and a mark is inscribed as if slightly chiselled or whittled. A chisel pen costs 1 quintessence point to use and may either inscribe sigils or short messages.

#### **Cigar of Obscuring £1**

When lit, a cigar of obscuring produces a dense cloud of thick black smoke that obscures the smoker and anyone within a ten foot radius of him. The cloud is roughly spherical in shape. The cloud is impervious to any wind, either natural or magical.

Within the cloud there is absolute darkness that no light, natural or magical, can penetrate. If the cigar is moved when lit then the cloud remains centred on the cigar. After 10 minutes the cloud dissipates and the cigar is spent.

#### **Eldritch Instrument £70**

An eldritch instrument is magically enhanced, creating sounds not normally possible through acoustics alone. Anyone using an eldritch instrument gains +3 on appropriate Art rolls, while a Bard gets a +2 on all Bardism rolls. An eldritch instrument costs 2 quintessence points to activate and lasts for 2 hours.

#### **Finnegan's Fog Lamp £45**

Named for an old watchman that financed the prototype, this ordinary-looking fog lamp provides cloudless vision wherever it shines – the fog just melts away. Finnegan's

fog lamp does not eliminate the effects of darkness any more than a normal lamp would, nor does it permanently remove fog from areas it shines – once the light of the lamp passes, the fog returns to the previously illuminated spot. Finnegan's fog lamp costs 1 quintessence point to use and lasts for up to 3 hours.

#### **Gliding Cape £20**

This cape is treated with a lesser version of the Levatio operation and enables the user to slow her fall. Legend has it that the gliding cape was developed for a noble cad who needed a quick means of escape, the gliding cape has proven popular for nobles that are fleeing from assassins and highwaymen; the gliding cape's usefulness amongst criminals is obvious as well.

When using a gliding cape a wearer only takes 2 dice damage for every 3 storeys he falls.

#### **Gravedigger Shovel £60**

Often simply called a 'gravedigger,' this favourite tool of necromancers is a small shovel that, when the power word is spoken, begins digging a grave 6 feet deep. Prior to digging the necromancer marks the corners of the area to be dug by sticking the gravedigger shovel into them. The gravedigger shovel works at a steady pace, never tiring, and transports displaced dirt to a spot nearby. If the necromancer tosses the shovel into the hole then it refills the hole until it is covered. A gravedigger shovel only removes dirt and natural debris; it leaves any coffins, corpses or other buried objects alone.

Fearing defilement, some cemetery workers have begun burying bodies 7 or 8 feet deep, but the gravedigger still gives the necromancer a good head start. It's only a matter of time before 'deep ditch' gravediggers are enchanted to overcome this tactic.

#### **Hat of Concealment £20**

This hat has an aetheric pocket inside it, allowing the wearer to conceal things inside it without adding weight or fear of spilling out. The hat can hold anything that can fit through its opening (typically 8 inches) with a total weight of 100 lbs and individual objects no longer than 2 feet. Objects remain inside the hat unless physically drawn out; no matter how the hat is held, items always remain in an upright position due to the independence of the extra-dimensional space.

While most hats of concealment are top hats, an increasing number of bowlers and ladies hats are being made.

#### **Heartstone £20**

Heartstones can be purchased by magicians that want a little more power in reserve or by those that lack Resolve but wish to use magical relics. Such heartstones are often set in jewellery, such as earrings, pendants, brooches and cane or parasol grips. Each heartstone stores 12 quintessence points. Unfortunately, heartstones can only be re-enchanted by a petty conjurer, which can affect the reputation of the wielder.

#### **Illumination Cane Grip £38**

This cane grip has a permanent form of the Lumen operation applied to it. Unlike the operation, the beam of light cast from an illumination cane only lights one direction; the light emanates from jewels set in the front of the handle. On ornate canes these are usually the eyes of a fantastic beast, although current Guild fashion is to use a giant crystal eyeball with a gold or silver eyelid that covers it when not in use (this is a design effect; there is no need to cover the eye when not in use).

Using the illumination cane grip costs 2 quintessence points and lasts for 2 hours (this need not be consecutive). Illumination cane grips can be built into sword canes and some enterprising artificers and technologists are mounting them on the fronts of horseless carriages to aid in night driving.

#### **Magnetist Kit £1.10**

This kit provides all of the equipment normally associated with a particular magnetic discipline (there is a different kit for each type of magnetist) and enables the magnetist to perform magnetic rituals when away from her usual ritual space.

#### **Mirrorcane £15**

This walking cane has the polished silver shape of a well-dressed gentleman embedded in it. When used, the mirrorcane produces 3 illusory images of the wielder. These images are identical in every respect and mimic the wielder's movements. As they are illusions they take and inflict no damage.

Whenever an opponent attacks the wielder, he rolls 1D. He only actually attacks the wielder if he rolls a 6; otherwise, he attacks one of the illusions. Should he hit, then the illusion disappears. If there are only two illusory images then the opponent attacks the wielder on a roll of 5 or 6. If there is only one illusory image then the opponent only attacks the wielder on a roll of 4, 5, or 6. In addition to losing images as they are hit, if the mirror cane is disarmed from the wielder then all of the images disappear.

Using a mirrorcane requires 1 quintessence point and lasts 5 rounds.

#### **Monocle of Magic Detection £60**

This monocle enables the wearer to see aetheric patterns. Aetheric patterns appear through the monocle as a shimmering multi-hued haze, which surrounds the item or creature in question. The range of the monocle is 3 yards. The vision rendered through the monocle requires the expenditure of a quintessence point and lasts for 10 rounds per use. The monocle can only be used once per day as it strains the eyes; attempting to use it more than once a day nets no result.

#### **Necromantic Bag £1.15**

This bag contains all of the necessities to perform necromantic operations. From the outside it looks like a typical physician's bag, although the items stored therein are more appropriate for a coroner. The bag also contains the items needed for necromantic rituals.

#### **Perfect Shoe Polish £2**

This physical manifestation of the Refoveo operation keeps boots and shoes shiny and clean no matter what is spilled on them or what they step into. One jar of perfect shoe polish is good for 10 pairs of shoes (or a bit less for boots depending on their height) and the shine lasts for 3 days.

#### **Recording Brooch £20**

When touched and fed 1 quintessence point, this brooch records up to 5 minutes of conversation. The recording brooch cannot discern voices and records anything within range as the person wearing the brooch would hear it.

**Sensitive Gloves £8**

Originally designed to help opera-goers read pamphlets while watching performances, these gloves enable the wearer to read ink without seeing it. These gloves are highly valued by burglars as they eliminate up to 3 black dice from hand-based Dexterity rolls when trying to accomplish something in less than desirable light.

**Summoner's Bag £2.05**

This bag contains everything a magician needs to perform a summoning ritual outside of her usual sanctum. While this bag is legal and designed for hermeticists that summon embodiments of nature, it carries the stigma of being a tool of demonologists.

**Turkish Facial Cream £12**

A highly valued commodity from the Middle East (in spite of its name it is enchanted throughout the Orient), Turkish facial cream magically enhances the wearer's appearance. Its use is somewhat muted in Great Britain due to Queen Victoria's disapproval of cosmetics, but eligible nobles looking for a bit of an edge won't hesitate to use it, especially in conjunction with 'Bessing Up'. Turkish facial cream adds 2 dice to social rolls and lasts for 4 hours providing that natural circumstances don't cut it short (rain and sweat are particularly damaging to Turkish facial cream). Turkish facial cream comes pre-charged and does not require quintessence to activate.

**Bessing Up**

Given their prominence amongst British and French aristocracy, Eldren are often considered the ideal of beauty and grace. Due to this members of the other subspecies, especially those that are in the upper class or aspire to be so, often powder their faces and hands in order to be more like their Eldren 'betters.' Since the end of the 16th century Queen Elizabeth is considered the most beautiful woman in England and the term 'Bessing up' was coined in her honour.

While many aristocrats still 'Bess up' on social occasions, it is no longer considered the height of fashion. Perhaps due to her own humanity as well as the prominence of cosmetics amongst prostitutes, Queen Victoria considers using cosmetics immodest and openly disapproves of nobles that wear such in her presence. As no one wishes to suffer Her Majesty's withering stare, the aristocracy has been reluctantly sticking to subtler palings of skin.

**Wands**

Wands are the basic tools of hermeticists, enabling them to more effectively focus and channel their quintessence. Wands are made of organic matter, typically wood, suggesting a link between the petty conjurer and the empirical thaumaturge (which no hermeticist would ever dare admit). Wands aren't necessary for spell-casting, but they certainly increase a hermeticist's chance of success with particular spells.

A wand must be attuned to its user; a hermeticist cannot simply take another's wand and perform magic with it. A new wand must be carried on the person of the hermeticist for a month and used for at least a few spells before it grants any bonus to its wielder. A hermeticist can purchase a new wand, but it takes the same time to attune oneself to it, during which time the bond with the previous wand will fade.

A hermeticist can only have one wand at a time. However, as this is the case it is not unknown for masters to pass their older wands onto their apprentices when they earn their doctorate.

**Larger Wands**

While the wand remains the typical instrument of a well-armed hermeticist, there are some that prefer the larger variations of virges or staves. Such large 'wands' have the same abilities as their smaller counterparts, but are made larger to be used as weapons (a typical virge acts as a small club, while a staff is a large club) or a fashion accessory.

The only requirement for any such wand is that it is made of solid wood, although light decoration is proper. Thus a virge could be fashioned to resemble a walking stick but not a sword cane.

One interesting modification is the parasol wand, which, as the name implies, is a wand built into the grip of a parasol. The parasol is not strong enough to use as a weapon, but lady hermeticists might prefer it to carrying a second accessory.

An adventurer that wishes to purchase a large wand simply pays for the cost of the wand and the larger object with which it is to be adapted. The new wand must then be attuned normally.

## Wands as Assets

More common wands can be purchased outright or as assets during adventurer creation; the build costs are listed below. Note that adventurers that wish to own a larger wand must pay for the extra cost separately. Wands purchased as assets are assumed to be attuned.

Specialist Wand: 2bp  
Twisted Hazel Wand: 3bp  
Ebony Wand: 5bp

### Specialist Wand: £2

Specialist wands grant 2 bonus dice to any roll using a particular type of spell. The type of spell it grants a bonus to depends on what it is made of. The following examples are not an exhaustive list, and players and Gamesmasters are encouraged to invent more. It shouldn't need to be stated that it is up to the Gamesmaster to decide if the bonus applies in any particular circumstance. A specialist wand used for any other type of spell grants no bonus. However, given their tie to nature, all wands grant a bonus when manipulating plants and the weather.

*African Bloodwood – Motus*  
*Ash – Vox*  
*Blackthorn – Aether*  
*Elder – Lux*  
*Holly – Tempestas*  
*Mahogany – Machinam*  
*Maple – Ignotis*  
*Oak – Bios*

### Twisted Hazel Wand: £4

Any spells cast using a twisted hazel wand do an additional die of damage.

### Ebony Wand: £6

An Ebony Wand is a very powerful device that grants the wielder a bonus die to any spell-casting roll.

### Blood Wand: £2 or £10

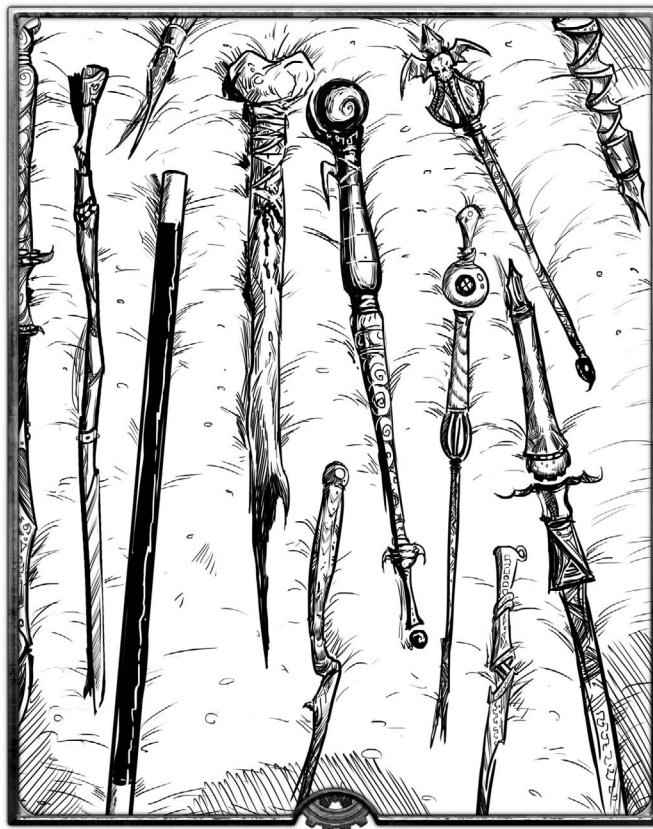
A blood wand grants a bonus die when performing haemomancy. A blood wand is made of oak that is stained with the blood of previous victims and the wand must be stained with the blood of the current victim in order for the bonus to be effective. Blood wands that have been routinely stained with blood have more power; a blood wand that grants 2 additional dice go for £10.

### Bone Wand: £10

A bone wand grants a bonus die to any attempt to cast a necromantic spell. It also grants a bonus die to attempts to control undead. A bone wand grants a bonus of 2 dice instead of 1 when used to try to control undead creatures of the same species as the bone the wand is made of. So a wand made of wolf bone has an additional bonus to control zombie wolves, while a wand made of human bone has an additional bonus to control sapients (it is rumoured that a bone wand made with Eldren bone provides a larger bonus).

### Silver Wand: £20

A silver wand contains a certain amount of quintessence within it. It reduces the cost of any hermetic operation by 1 quintessence point (although it cannot reduce the cost to less than 1 point). Maleficia cast using such a wand tarnishes its purity, and stains the pure silver plating. A Maleficium user can draw on the power of the wand in the same way as a hermeticist, but only 5 times. Each time the quintessence is used for Maleficia the wand tarnishes and blackens, and upon using it for a fifth Maleficia spell it crumbles to dust. The intent of the Maleficia matters little, no matter how the spell is being used the dark energies channelled through the wand still damage and stain it.



**Shadow Wand: £5\***

A shadow wand is made of Cocobolo wood from South America. When crafted it is bathed in sacrificial blood and enchanted by demonic sorcery. After the ritual the wand is instantly attuned, and grants a boon to the casting of demonic sorcery. However, legend has it that such a wand makes it harder to control demons themselves, making the wielder more susceptible to their power.

A shadow wand grants a bonus of 1 die to any roll using Demonology. However, anyone attuned to a shadow wand suffers an additional black die penalty when attempting to resist the powers of demons. They also suffer the same penalty in their attempts to bind and control them. In both cases the penalty applies whether they use the wand to do so or not...

\*Getting a Cocobolo wand crafted costs £5, if you can find someone who will make one. Few people sell shadow wands, and those who do charge a very high price for them. Even those taken from fallen demonologists are usually destroyed. It is said a little of the demonologists spirit, or their demonic master's, remains in such wands. The influence of either is usually thought of as a dangerous thing no matter what use the wand is destined for later on.

## Transportation

Ancient scrolls speak of ages past where giant sailing ships roamed the skies and sorcerers could teleport from place to place. While those days may be gone forever, magic can still enhance transportation.

The following items can be commonly purchased by Guild artificers. Note that magical modes of transport are generally more expensive than their steam-powered counterparts; this not only keeps such items in the hands of the aristocracy, but also reflects the cleanliness, power, and rarity of magical transports.

Each vehicle includes the following statistics:

**Handling:** This is the vehicle's rate of manoeuvrability. If positive, this number adds to the pilot's Initiative roll; if negative it adds the integer's number of black dice to the roll.

**Movement:** This is the maximum speed of the vehicle.

**Scale:** This is the relative size of a vehicle. Small vehicles are about the size of bicycles, medium vehicles are the size of carriages, large vehicles are the size of buses or a train car, and huge vehicles are aerostats.

**Health:** This is the number of Health dice a vehicle has. As an optional rule, you can add 1 pip per die for each scale size greater than 'small.'

**Armour:** This is the amount of protection the vehicle affords.

**Crew:** This is the number of people needed to operate the vehicle effectively.

**Passengers:** This is the number of non-crew that can be aboard the vehicle.

**Quintessence:** This is the amount of quintessence that needs to be fed to the vehicle in order for it to operate.

**Duration:** This is the amount of time that the vehicle can operate under one expenditure of quintessence.

**Eldritch Roller Skates £42**

These roller skates are aetherically powered and can propel the wearer at speeds up to 20 miles per hour. Fortunately, they can also slow the wearer, helping to minimise the unfortunate crashes common amongst less-proficient users of common roller skates.

<i>Handling:</i> 4	<i>Movement:</i> 20 mph	<i>Scale:</i> Small
<i>Health:</i> 1	<i>Armour:</i> 0	<i>Crew:</i> 1
<i>Passengers:</i> 0	<i>Quintessence:</i> 3	<i>Duration:</i> 1 hour

**Eldritch Velocipede £60**

This wheeled vehicle takes a variety of forms; while the two-wheeled model is becoming more popular, there are many three and four-wheeled models. Essentially, an eldritch velocipede is a one (and sometimes two) person vehicle propelled by aetheric power.

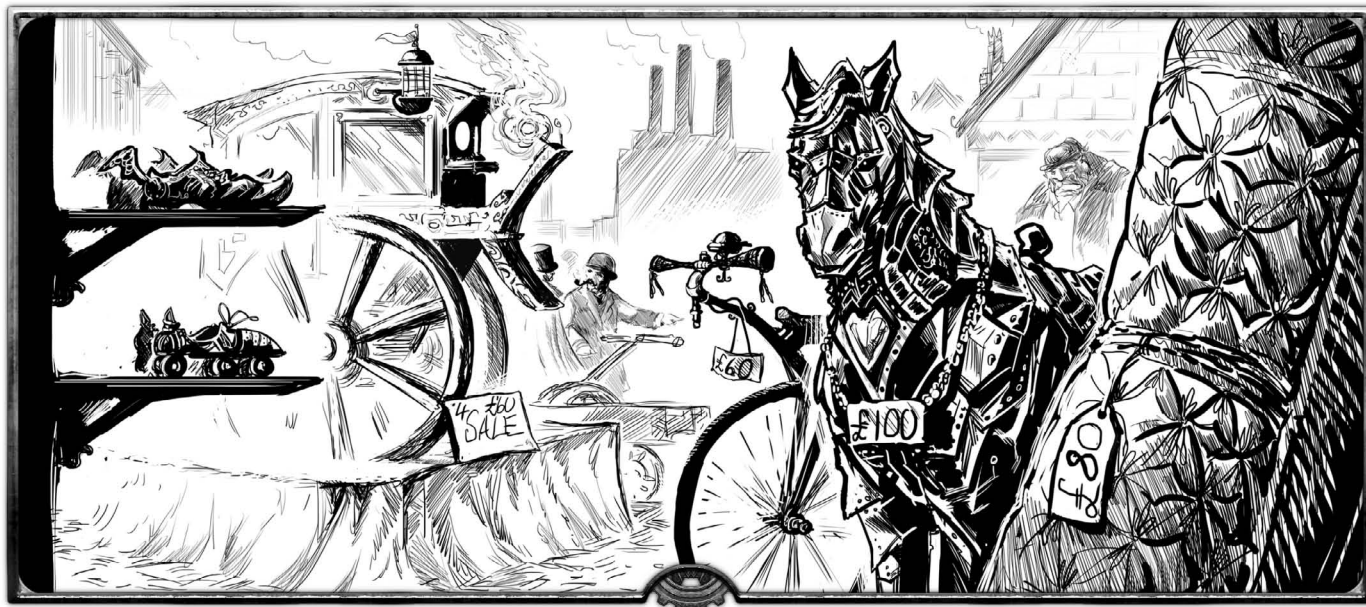
<i>Handling:</i> 6	<i>Movement:</i> 50 mph	<i>Scale:</i> Small
<i>Health:</i> 2	<i>Armour:</i> 0	<i>Crew:</i> 1
<i>Passengers:</i> 1	<i>Quintessence:</i> 3	<i>Duration:</i> 1 hour

**Flying Carpet £80**

Primarily sold by Ottoman merchants, flying carpets are also produced in Europe, especially around the Mediterranean and amongst the Romani travelling around the Continent. The user's exposure to the weather makes flying carpets less popular in Northern Europe, especially during the winter months.

<i>Handling:</i> 3	<i>Movement:</i> 10 mph	<i>Scale:</i> Medium
<i>Health:</i> 2	<i>Armour:</i> 0	<i>Crew:</i> 1
<i>Passengers:</i> 3	<i>Quintessence:</i> 3	<i>Duration:</i> 1 hour





### Horseless Carriage £60

This carriage is aetherically enhanced to move about without the need for horses or a noisy engine. The driver merely uses an enchanted grip to move the carriage forward or backwards at various speeds; the grip is also be used as a steering wheel.

Handling: X      Movement: 30 mph      Scale: Medium  
 Health: 3      Armour: 2      Crew: 1  
 Passengers: 2-4      Quintessence: 4      Duration: 2 hours

### Iron Horse £100

This golem, for lack of a better word, has been losing ground to wheeled vehicles over the last century. An iron horse is exactly that, an iron puppet that transports the rider on iron legs. Owners that don't use their own quintessence often have a dedicated heartstone mounted in the iron horse's chest.

The iron horse provides no armour to occupants but its iron hide protects it. In combat, the iron horse can deliver a kick that does 7 dice damage.

Handling: 3      Movement: 20 mph      Scale: Small  
 Health: 6      Armour: 0/7      Crew: 1  
 Passengers: 1      Quintessence: 3      Duration: Day

### Rail Board £40

The rail board is essentially a raft with wheels, designed to sit atop a railway and use it to move through terrain. Some rail boards are specifically for narrow-gauge or wide-gauge tracks, others have adjustable wheels. The rail board

is limited to traveling along the rails, although the user can pick it up and place it on another track. The biggest danger with a rail board is that it cannot outrun a locomotive moving at top speed.

Handling: 4      Movement: 40 mph      Scale: Medium  
 Health: 2      Armour: 0      Crew: 1  
 Passengers: 3      Quintessence: 2      Duration: 1 hour

### Winged Sandals/Shoes £100

Winged sandals were introduced by the archon Hermes and are semi-living, responding much like an animal to its owner. They require the Ride (winged sandals) skill to be used effectively; otherwise the wearer dangles in the wake as her shoes drag her off into the sky.

Handling: 8      Movement: 60 mph      Scale: Small  
 Health: 2      Armour: 0      Crew: 1  
 Passengers: 0      Quintessence: 4      Duration: 30 mins

## Armour

### Bullet Banes £70

These small metal marble-sized enchanted spheres are attracted to moving bullets. Bullet banes are created in batches of a dozen; the user tosses them in the air and they flit about in a 10 foot radius around the user, waiting for bullets. Should the user move, then the bullet banes follow him. When a fired bullet passes through the bullet banes' radius, the Gamesmaster rolls 3 dice. If she rolls at least one success then the bullet is hit by a bullet bane and

both are destroyed. Bullet banes last for 4 rounds or until none remain, whichever occurs first. The biggest drawback when using bullet banes is the fact that bullet banes don't distinguish bullets from friend or foe. All bullets, including those fired by the adventurer that used bullet banes in the first place, are attacked.

#### **Orichalcum Corset £50**

The success of the sword parasol led to the development of orichalcum armour. Unfortunately, its lack of pliability, expense, and pinkish colour has limited its applications; orichalcum armour is currently limited to being a stronger version of the lined corset.

#### **Patterned Aetherweave £70 or £90**

Aetherweave threads can be woven into intricate patterns and then fuelled with quintessence to provide extra protection against any magic performed against the wearer, not just magical attacks. When active, the aetherweave not only provides 2 AV as regular aetherweave, but also grants the wearer 1 automatic success to any rolls to resist a magical effect (these bonuses do not stack; if *Aer Telum* is used against the wearer then she gets the +2 AV, not the extra success). The wearer may charge patterned aetherweave by spending 2 quintessence points (any magician can do this) and, once activated, the bonuses last for a number of rounds equal to the charger's Resolve. A stronger version grants an extra 4 AV and 2 automatic successes when resisting magical effects.

#### **Porcupine Ward £40**

This rather nasty surprise can be applied to any clothes or armour. When activated, small quills protrude from the wearer's clothes, causing 2 dice damage to anyone touching him. The wearer also gets +2 dice to any damage rolls using Fisticuffs provided that the appropriate body part is covered (usually a glove). A porcupine sheath lasts for 3 rounds and may be re-primed with the expenditure of a quintessence point.

#### **Shield Cape £60**

This cape hardens into a shield that adds AV 3 to any other protection the wielder is wearing. It costs 3 quintessence points to activate. It takes an action to activate (if worn, it can be removed and activated in the same action). The shield must be wielded with one hand and lasts for 3 rounds, after which it may be activated again with a further expenditure of quintessence points.

#### **Hat of Protection £80**

This is an enchanted hat that, when tipped a certain way, generates an aetheric field around the wearer. The wearer

receives AV 10 protection for 4 minutes, but remains rooted in place – should the wearer move 5 feet in any direction then the enchantment is lost. The hat of protection is designed to protect the wearer until the proper authorities can arrive and deal with any assailants. Once the hat is used, it takes 6 quintessence and 6 hours of ritual to re-enchant.

#### **Umbrella Shield £30**

Also known as a parasol shield, the umbrella shield adds 2 to the user's AV. While previous umbrella shields utilised the *Queth-Meyn* enchantment, they had a tendency to lose their effectiveness in rainy weather. Newer umbrella shields are instead made of aetherweave and are activated with a single quintessence point. The umbrella shield's AV is only effective if the user has at least one free hand to hold it. The effect lasts for 3 rounds. An umbrella shield stacks with any other armour that the user is wearing.

## **Weapons**

#### **Austrian Athame £35**

Technically, this weapon is called the Alfred Rubinstein Extendable Retractable Blade, but as the well-respected hermeticist is a member of the Vienna Guild most owners simply call it an 'Austrian Athame.' In its natural state this weapon resembles a ritual dagger or athame, and when held and given a command the Austrian Athame can extend to become either a one-handed fencing foil or a two-handed blade (or zweihander, in Dr Rubenstein's native tongue).

#### **Belt Backsword £40**

This enchanted belt, when removed from one's trousers and the buckle grasped by the hand, becomes a backsword upon command. The backsword has no magical properties and can remain in weapon form indefinitely, although it can only turn into a sword and back into a belt a total of three times before it needs to be re-enchanted. Re-enchantment can be performed by any magician and requires an hour of ritual and 2 quintessence points.

#### **Cochran Eldritch Turret Revolver £70**

Inspired by the Colt revolver but desirous of avoiding a patent issue, John Webster Cochran created a turret revolver, which consisted of a wheel that held the bullets in spoke-like positions. The wheel had to be turned after each shot, effectively making it a single-action weapon. Turret revolvers also unfortunately have a tendency to spark and ignite all their barrels at once, potentially (as in the unfortunate case of the designer of the rival Porter turret rifle) killing the user.



In spite of this rather severe drawback, the turret revolver found favour amongst hermetic circles, as they made a superior replacement for eldritch flintlocks and lacked the rather severe drawback of the mundane version. Embracing his new market, Cochran hired an artificer to enchant the turret so it would rotate after each shot, transforming the turret revolver into a double-action weapon. While the eldritch pepperbox is still the most popular choice given its potential for volley fire, the Cochran turret revolver is valued for its light weight, smaller size, and overall elegance. It is only starting to be replaced by the Colt revolver, but only in American cabals. As with other eldritch firearms, the Cochran eldritch turret revolver can use aetheric bludgeons or bolts as ammunition.

#### Eldritch Weapon £55

A refinement of the *Lymma* petty conjuration spell (although hermeticists prefer to believe it was developed through empirical thaumaturgy as a variation of *Aer Gladius*), an eldritch weapon can wrap aetheric energy around it upon command, doing extra damage. Eldritch weapons can come in many shapes and sizes, from the dagger-sized athame, to the reinforced walking cane, or even a two-handed

sword. Since the early part of this century the sword cane has become the most popular focus for an eldritch weapon amongst the gentry.

An eldritch weapon is activated by verbal command. It is usually preloaded with the 2 quintessence needed to power it, although if the user is a magician or has Entropy 2 or more then she may channel her own quintessence into it. A typical eldritch weapon does an extra 3 lethal dice of aetheric damage and lasts for 3 rounds. If the user is channelling her own quintessence then she may substitute her Resolve for the number of rounds if more than 3.

An eldritch weapon may be recharged by any magician that holds it and pays the 2 quintessence cost. Unlike using *Lymma*, eldritch weapons cannot be overcharged to do more damage; attempting this would destroy the aetheric matrix surrounding the weapon and dissolves the magic (it still, however, does damage as a normal weapon of its type). An eldritch weapon can be crafted to do more damage, but the cost is exorbitant. Eldritch weapons that do more than an extra 6 dice of damage are almost unheard of and are more properly relics.

A missile can be an eldritch weapon. As the magic is instilled in the missile, this makes eldritch missiles effectively one-use weapons. The magic stays with the missile until the duration ends, meaning that an eldritch arrow lodged into a victim would still do its eldritch damage each round.

#### Sword Parasol £10

While the gentleman often has the sword cane with which to defend himself, a lady must make do with a derringier or knife; that is, until the Countess Lyonnese discovered orichalcum, a fabled, aetherically hardened metal, buried beneath the sea of her 'county' (actually a part of the sea just off Cornwall). This pinkish-coloured metal was surprisingly lightweight yet durable; making it an excellent, if expensive, slim blade. Such swords can be easily set inside a slightly over-thick parasol. While such a weapon would also be excellent for gentlemen, its colour and fragile-looking size has marked orichalcum swords as a 'lady's weapon.'

#### Wizard's Staff £25

The perhaps inaccurately named 'Wizard's Staff' owes more to science than sorcery, as it was developed by a technologist working for Carlyle Project Industries. Also, contrary to its name, the wizard's staff may be used by anyone, not just magicians. The wizard's staff is made of metal and has an orb at the top. It is typically 6 feet tall, but it can be adjusted to a minimal four feet for smaller sapient or those that wish for it to better resemble a walking cane.

As a weapon, the wizard's staff normally does 4 dice of lethal damage and has an accuracy of +1. Pressing a small button on the hilt releases an intense electrical discharge from the knob; anything touching the staff takes 6 additional dice of lethal electrical damage. Should the user ever receive a Foul Failure when using a powered wizard's staff, then

the insulation temporarily fails and the user receives the 6 dice electrical damage instead. The battery contains enough charge for 10 uses, or 10 continuous rounds of discharge before it must be replaced. The fee for a battery recharge is 3 shillings (or 3 quintessence and a successful Resolve + Engineering (electrical) roll).

PRACTICAL CURIOSITIES	COST	WANDS	COST
Aetheric Pocket Watch	£50	Specialist Wand	£2
All-Weather Scarf, cotton	£4	Twisted Hazel Wand	£4
All-Weather Scarf, silk	£10	Ebony Wand	£6
Chameleon Cloth	£55	Blood Wand	£2 or £10
Chirurgian's Bag	£1	Bone Wand:	£10
Chisel Pen	£30	Silver Wand:	£20
Cigar of Obscuring	£1	Shadow Wand:	£5*
Eldritch Instrument	£70		
Finnegan's Fog Lamp	£45	TRANSPORTATION	COST
Gliding Cape	£20	Eldritch Roller Skates	£42
Gravedigger Shovel	£60	Eldritch Velocipede	£60
Hat of Concealment	£20	Flying Carpet	£80
Heartstone	£20	Horseless Carriage	£80
Illumination Cane Grip	£38	Iron Horse	£100
Magnetist Kit	£110	Rail Board	£40
Mirrorcane	£15	Winged Sandals/Shoes	£100
Monocle of Magic Detection	£60		
Necromantic Bag	£115	ARMOUR	COST
Perfect Shoe Polish	£2	Bullet Banes	£70
Recording Brooch	£20	Orichalcum Corset (AV 4)	£50
Sensitive Gloves	£8	Patterned Aetherweave (AV 2 or 4)	£70 or £90
Summoner's Bag	£2.05	Porcupine Ward (special)	£40
Turkish Facial Cream	£12	Shield Cape (AV 3)	£60
		Shroud of Protection (AV 10)	£80
		Umbrella Shield (AV 2)	£30

## Melee Weapons Table

WEAPON	SKILL REQUIRED	DAMAGE DICE	COST
Austrian Athame (dagger)		4	
(foil)	Swordplay	6	£35
(two-hander)		10	
Belt Backsword	Swordplay	6	£40
Eldritch Weapon	Various	+3	£55
Sword Parasol	Swordplay	5	£10
Wizard's Staff		4	
(electrical damage)	Blunt Weapons	10	£25

## Ranged Weapon Table

PEPPERBOXES	SKILL REQUIRED	DAMAGE DICE	ROF	SHOTS	RELOAD	RANGE	SPECIAL ATTACKS	COST
Cochrane Eldritch Turret Revolver	Firearms	8	2	7	5	20 yds	n/a	£70

## ~NEW RELICS~

Relics are products of a lost age or are miraculous products of more modern times. They are singular items, or sometimes sets of items, that cannot be reproduced. Generally they cannot be bought or sold, although some of the less potent ones might come up for auction on rare occasions.

### Adams' Shot

Robert Adams produced these silver balls designed for a percussion cap pistol in limited numbers in 1849, although Adams swears he has no memory of their manufacture or the circumstance surrounding it. This is especially puzzling given that Adams, while a fine engineer and gunsmith, shows not aptitude for magic whatsoever.

Whatever their origins, these balls are covered in very fine Enochian script. When fired at a demon they immediately cause the being to be sent back to the Pale; and, if fired at a possessed target, cause the demon to leave the host's body, albeit at the expense of a gunshot wound to the host (this relic is effectively an automatic use of *Quiets* with no resistance roll allowed). Due to their mysterious origins, no one knows how many of these are circulating, as no record of their creation was made and firing them destroys whatever enchantment they have. Attempts at replicating them have, thus far, failed.

### Adira's Ring

Adira was one of King David's granddaughters who wandered the world after the scattering of the Eight Tribes. Adira dedicated herself to learning and combating the powers of the Pale Legion. Over time she learned many secrets to combating the dark powers, and created items to help her in her fight. One such item is the Ring of Adira. The ring is a signet made of gold and inscribed with a six-pointed star and the name of Order in the Yehudi script. The ring acts as a ward against demons, devils or other evil spirits, forcing an additional 6 black dice penalty upon them above and beyond any other black dice penalties when attacking the wearer of the ring.

The last known possessor of the Ring was a Yehudi magician named Yehuda ben Lowe in Prague in the 1500s. While his grave is marked, many believe his true tomb – and many of his secrets – lies elsewhere.

### Aeon Clock

Reportedly the product of a mad Swiss Gnome, each aeon clock is unique in appearance, varying in size and style from a plain pocket watch to an ornate grandfather clock. The common element of them all is the addition of a fourth hand made of crystal. While the other hands (hours, minutes, and seconds) can all be set normally the crystal hand moves at its own pace and never stops. Every single aeon clock's crystal hand points to the exact same time and moves at the same speed relative to the size of the clock face. Further, each is marked, although it can be hard to find, with the words "At 12, HE comes." No one knows what this means, nor how the clocks are linked, nor even how they are made as the crystal hand seems to have no connection to the internal workings of the clock.

### Ark

According to the Sons of David the Ark that saved their ancestors from the Great Cataclysm was 450 feet by 75 feet by 50 feet and was divided into three sections, which may or may not have been decks. It was made of 'gopher' wood, an unknown substance, and smeared in something, 'pitch' to many translators. The vessel survived the Cataclysm and came to rest on a mountain, where it sat until the full effects of the Cataclysm receded. Many cultures have similar stories, although the details vary, but this is the one that has been most persistent in modern culture. There is a second, esoteric, story that has been associated with this one. The story goes that an explorer found the resting place of the Ark, fully intact, and was able to enter it. He eventually found a small chamber that seemed, for lack of a better word, to be the bridge. There was a small seat carved with runes. Sitting there to ponder what he had found he wished that his aged father, who had long searched for the Ark, could see it. There was a rush of wind and a flash of light and the next thing he knew he found himself, Ark and all, sitting in the fields behind his father's house.



Whether that story has any basis in reality or not, legends around the Ark have grown. They all say that the ark is indestructible, that it is bigger on the inside than the outside, it is filled with pre-Cataclysm relics (and possibly creatures), and that if one sits in Noah's Seat the Ark will go anywhere on can imagine. All of this would be dismissed as mere folklore if it were not for two well-documented sightings off the coast of Virginia in 1752, including a report from the Captain of the HMS *Devonshire* and a colonial governor. Since then many expeditions have been sent out, following rumours, but so far none have been successful.

### Belial Stone

This small round stone is carved in the shape of a grinning fat man, somewhat grotesque in appearance. Once swallowed, the stone allows the possessor to eat or drink as much of anything he might wish and never suffer any ill effect nor grow fatter. Soon, however, he realises that he also grows no stronger nor fuller. Wracked with constant hunger and thirst, he grows increasingly weak and emaciated. The stone does not allow the possessor to die of starvation or dehydration, but also does not let them prosper. Only surgery, which is often fatal, can remove the stone and end the curse.

### Blue Blade

These seemingly indestructible blades are believed to be forged from a form of adamant (a hard metal lost to the Great Cataclysm). They come in varying lengths but do no more damage than a regular weapon of their type. What makes a blue blade unique is that it defends the wielder against magical attacks - the wielder can substitute her Dexterity + Swordplay for resistance rolls, as the blade guides her in slicing away the magic. Blue blades are highly sought after by magician hunters.

### Dee's Table

Several of these tables are rumoured to exist. Each was either constructed by or modelled on one constructed by Guildmaster Dr John Dee. Each is a low square table with a white top made of painted wood or, in some cases, marble. A series of magical formula is inscribed around a large brass or gold basin in the middle of the table. This table can be used as an aid in divination, granting anywhere from +2 to +6 to skill checks depending on the quality of the table.

Modern diviners frequently replicate these tables, but none seem to have the same efficacy of the older ones. Authentic versions dating back to Dee's day are highly sought after.

### Map of Kumarinandu

Kumarinandu disappeared beneath the waves of what is now the Indian Ocean before the Cataclysm. Before it sank, however, some anonymous mapmaker of antiquity set its features down on a map. This map, two feet by three feet, is on vellum, inked with metallic hues and remains brilliant to behold. It depicts a long mountainous island with five large and numerous small outliers and the surrounding sea. On the lower right hand side of the map is a compass rose, although notated with unknown letters. When one stares at the map for a few moments it appears as if the sea is in motion, and clouds drift across the face of the map. If one touches the compass rose and another portion of the map that place zooms into focus, filling the page with detail. This process can be repeated again and again down to the level where people can be seen moving in and out of houses. Depending on the time of day one views the map the hour changes within the map, so that a cycle of day and night pass at the same pace they do in the real world.



The most powerful thing about the map, however, is that anyone who owns it for more than one day knows a word. How the word is communicated is unknown. One day the owner simply wakes up and knows it. With this word the owner can transport himself into the map. He can take a number of companions equal to his resolve with him. The world of the map is a living environment, although how time passes in the larger sense is unclear. It is rumoured that this map served as a refuge for the mapmaker or his master before the Cataclysm. No one has yet been able to determine if that is true or not. The map was last known to be in the possession of one Baron von Spikovsky, a pseudonym, who made a fortune selling pre-Cataclysm relics taken from the map before disappearing. Fakes have turned up in London, Paris, and Cairo.

#### **Masque of Kedron**

Following the execution of Kedron, one of the Eight Voices, in the 1st century, a wealthy but secretive man petitioned to take the body for proper burial. The authorities agreed, but only in part. Kedron's body was given, but not his severed head. The now unknown follower took the body and wrapped it according to custom in a linen shroud, placing a bag of straw in place of the head. Kedron's appearance as an archon eight days later caused the follower to return to the tomb. He discovered the wrappings lying bare, as if the body had simply disappeared. The bag of straw was still wrapped but the linen surrounding it had tightened as if wrapping the real Kedron's head, creating a perfect 'death masque.' Today, the Masque supposedly rests in a shrine in Toledo, but it is widely believed to be a fake. Several others appear from time to time, but tracing the provenance of any of them is difficult. Legend has it that any freshly dead sapient who wears the Masque will return to life. It is also believed to have the power to grant mortality to the undead. This, along with its religious significance, makes the Masque a highly sought prize.

#### **Orichalcum Coins**

These pinkish coins are stamped with the image of an unknown ruler on one side and a hydra on the other. They generate one additional quintessence die, similar to a heartstone. If used in spell-casting, this die regenerates at sunrise the next day. *Dedicate Heartstone* can be used on orichalcum coins and as such are highly sought after by non-magicians to power magical curiosities.

#### **Pallid Flute**

This simple flute is carved from the upper arm bone of a sapient adult of unknown type. It is not ornate and could easily be mistaken for a primitive relic, but nothing could be farther from the truth. To the one who knows the

correct songs, the flute is a powerful necromantic tool. At least two of these songs are known, *Erigo Minor Victus ex Morti* and *Requietum*, and playing them allows the performer to cast the spells without knowing them or paying any cost in quintessence. The difficulty applies to the skills used to perform the songs. Normal necromantic corruption occurs. It is rumoured that more powerful songs exist and can be played, including one to summon an undead lord of the Pale Host, but not even the darkest whispers give any hints to what those songs may be. Reports indicate that the flute was recently seen on the battlefields of Crimea, having changed hands at least once during that time. Its present whereabouts are unknown, but the Guild fears that in the wrong hands, or in any hands, it could unleash a plague of undeath on Europe.

#### **Sea Crown**

This object appears to be a natural piece of driftwood shaped like a crown. It has been ornamented with pearls and shells, but does not seem to have been carved. Its origins are lost in antiquity, but many attribute its origin to the child of an archon and a human woman who became the ruler of seafaring empire before the Cataclysm. The wearer can change into an embodiment of water at will, gaining all the abilities of the new form and retaining all of his own. Additionally the wearer can command any creature that lives in the sea as if it were a highly trained tame animal. The relic is mentioned in several textbooks, with one author having claimed to actually see it in 1798 in a temple in Japan. Its exact whereabouts, however, remains unknown.

#### **Rat Whistles**

These whistles are made from the skulls of large, but mundane, rats. They can only blow one long shrill note but that note, once played, summons all the rats, mice and similar rodents in a one mile area. They will congregate on the spot where the note was played to the best of their ability. The person who played the note has no control over the rats.

#### **Traitor's Coin**

These coins date from the Roman Empire but sometimes appear as if they had a different origin, even temporarily seeming like modern currency. No one knows the true story of how they came to be cursed, but it is likely that they were the payment for betrayal. The curse on the coins causes a bearer to become paranoid, eventually believing that someone close to him is his enemy and compelling him to betray that person in some way. The coins are scattered. Some are locked away in Guild vaults, others lie at the bottom of wells, and still others are circulating through the world causing untold troubles. They cannot be destroyed and nothing short of violence can cause the possessor to give them up until after the ultimate betrayal has been accomplished.

CHAPTER VII  
SOCIETATUM MAGICAE





## CHAPTER VII

# SOCIETATUM MAGICAE

*‘The Consortium of Hermetic Guilds has been able to accomplish much over the span of a few decades, cataloguing magic and uncovering lost spells. I propose we do the same. Each of us wishes to turn back time, to return to our old bodies in a state of perpetual youth. I believe the solution is out there; together we may succeed where each of us has individually failed.’*

– Guire Grando, First Meeting of the Society of Lilit, 1715

### THE CONSORTIUM OF ~ HERMETIC GUILDS ~

The Consortium of Hermetic Guilds is the main licensing body for hermeticists, and indeed all magic, in all the Western World. There’s a Guild house in every major European city and several more throughout the world. While ostensibly one international body that meets in Geneva, Switzerland, the Consortium actually comprises several Guilds that often put loyalties to nation or religious sect before those of the Consortium as a whole.

The Consortium’s purpose is to advance the study of hermeticism and other magical arts throughout the civilised world while rooting out those that would use magic for evil. It’s been a long and bloody road for hermeticists to gain some measure of respectability; the Consortium isn’t about to allow a Maleficium user or petty conjurer tarnish that reputation.

#### History

Hermeticists are a somewhat secretive folk, and with good reason. The power they wield and the secrets they learn in order to work their art often make people uncomfortable. So, since the passing of the days of the great magicians of old, they have hidden from persecution. They formed societies for mutual protection and sought to infiltrate the nobility to gain temporal power. Not only did these ‘cabals’ help to protect them from the ire of the common folk but also allowed them to monitor each other for signs of dark magic and the horrors of the Maleficium.

After the Thirty Years War, even though society had gradually become more civilised, this fear of magic reached

a peak. The natural reaction of most magicians was to become even more secretive and closed from society. This only made things worse and many people began calling for the regulation and registration of all magicians by their rulers. Having no desire to be beholden to any mundane institution, many hermeticists realised they would have to do something themselves.

Some magicians actually wanted to see more regulation of their art, fearing that without unity and restrictions the Pale Archons might find more ways to corrupt them. So, in an attempt to pre-empt any mundane call for regulation, and after a year of negotiation, a group of magicians representing the major cabals met in Geneva to discuss their mutual problems in 1649. It took them over six months of discussions and a further two years of legal wrangling, but eventually an agreement was reached.

The representatives of the various cabals each signed a treaty that promised their members would abide by a new code of practice. While each cabal would retain its autonomy they would all share resources as The Consortium of Hermetic Guilds. Several officers were appointed from several cabals to manage and organise a central office for this new Consortium, to be based in Geneva. The Consortium took control of two aspects of magical society. The first was the responsibility of policing the community for signs of Maleficium users. Its position of neutrality among the cabals, coupled with an independence from mundane authority made it the only choice any hermeticist might trust. This led eventually to the creation of the Silencius, the Consortium’s secret police (see *Faces in the Smoke Volume One – The Secret Masters*).

As well as forming a watchdog, the Consortium also took control of the basic training and tuition of prospective magicians. While apprentices were helpful, there was no real standardisation of magical training and many in the community had noticed the poor standard of several practitioners. The Consortium created a curriculum for a basic thaumaturgical degree, and then allowed graduates to join the cabal of their choice to further their studies. This meant elder magicians gained apprentices that could actually be useful and the general public felt safer now that those with this power had been given proper instruction.

Today, the Consortium has become much more than just a treaty. The income it receives from membership and tuition has made it very wealthy. While most hermeticists still consider their cabal their most important loyalty, the Consortium has unified magical society like never before and allayed the fears of most of the mundane public that wild magicians might be led to the path of dark magic too easily.

### Structure

While the Consortium was once nothing more than a treaty, these days the line between cabal and Guild is often quite complicated and blurred. A cabal's meeting place might be called the local Guildhouse, but still be very different to that of a Guildhouse in the next city. Old regional laws have merged with the tenets of the Guild creating a variety of different names and rules in different areas. This can make things very confusing for the inexperienced and the mundane, which is just the way the hermeticists like it.

Technically, any full member of the Consortium is a 'Guild.' Most people think of Guilds along national lines but this isn't necessarily the case. In the United States of America, for example, each state has its own Guild, while all territories are covered by the Columbia Guild in Washington, D.C.

A subset of a Guild is considered a cabal. Every major city, unless the seat of a Guild, has its own major cabal, which ministers to smaller minor cabals in the area. These lines can be blurred when historic 'guilds' or cabals with strong cultural identities are integrated into a larger Guild. In such cases a quasi-guild or 'grand cabal' is formed, as in the case of the Scottish Grand Cabal in Glasgow. When Scottish hermeticists refer to 'the Guild' they are more often speaking about the one in Glasgow rather than the one in London.

Every major cabal has a Guildhouse that also serves as a gathering place for minor cabals. Any Guild member can use the facilities of any Guildhouse; members of foreign Guilds can use them for a small fee. Guild dues are paid to the local Guildhouse and are consolidated at the main Guildhouse, but a tithe of 10% is sent to the Consortium central office at Geneva. While each area maintains the rules and laws of the Consortium treaty, they often have several other rules and traditions any visiting hermeticist will be expected to know. For instance, some Guildhouses still do not admit women, even though the Guild has been officially teaching women magic for over half a century.

### Joining the Organisation

Most Guilds within the Consortium only really allow hermeticists to join their ranks, although the Consortium

tries very hard to extend its jurisdiction over all magicians. Given the amount of nobles who are part of the Consortium, the Consortium as a whole often has the temporal power to influence the magical laws of the host nation. Even governments that are uncomfortable with this often play along for fear of losing its best magicians to a potentially hostile neighbour.

A person who wishes to join a Guild must pass a thaumaturgical examination. For most, this involves several years of study at a Guild-sponsored university (if the local Guildhouse isn't large enough to offer such a course). However, a less formally trained magician can simply take the examination if they think they already have the knowledge required. Upon passing their doctorate, a hermeticist is allowed to refer to herself as a Doctor of Thaumaturgy. A higher Quintessential Doctorate is offered in some universities (notably Oxford and Cambridge). Those with such a qualification are allowed to refer to themselves as a Grand Thaumaturge. The Guild guards these titles harshly and comes down very heavily on those who use them without the correct qualification.

Petty conjurers are allowed to join a Guild if they come from a good family and can prove themselves skilled in their art. However, there is no standard qualification and they are only allowed to refer to themselves as 'Petty Conjurers'. Given that they are generally sidelined and ignored, but still have to pay the same fees, few petty conjurers bother to join. The same is true of sigil scribes, although they are afforded a little more respect given that many hermeticists dabble in sigil scribing.

A few demonologists and necromancers are also allowed to join Guilds. Given the similarities in Maleficium and hermetic lore, many are able to pass the exams that will earn them a thaumaturgical degree. Not every necromancer or demonologist is servant of evil, and many Guild 'dark arts' practitioners have proved invaluable in rooting out and destroying Maleficium cabals. After all, only they understand the ways to protect against the vanquish demons and the undead. However, Maleficium users who do join a Guild are very carefully watched. They are formally examined yearly by the Silencius who keep an eye on them as much as possible. They must also allow the Silencius to conduct searches of their homes and laboratories on request.

### Resources

Given its monopoly on magical practice, it should come as no surprise that the Consortium has vast resources at its disposal. Every major city, and several minor ones, has a Guildhouse, which acts as part gentleman's club and part

resource centre – a Guildhouse’s library is often the best-stocked magical library in the city. In smaller cities and towns there is usually at least one hermeticist in residence, often a baron or country squire, who is willing to shelter and aid any hermeticist that passes through.

In Great Britain, the pre-eminent and largest Guildhouse for the Worshipful Company of Hermeticists is in London. This is where the British Guild’s administrative offices are kept, although most of the Grand Thaumaturges are spread throughout the various universities in Great Britain. In addition to housing the largest magical library on the British Isles, the London Guildhouse boasts dedicated summoning rooms and even kitchens stocked for the occasional petty conjurer. This ‘Grand Guildhouse’ offers many social events throughout the season, including a Royal Ball on Midsummer’s Eve that always has the Royal Family in attendance. The Guild Club is open to all hermeticists, male and female, and often serves exotic cuisine from all over the world.

## Personalities

### Lord Cornelius Blackthorne

As only the third Head Guildmaster and the first non-Dee, Lord Blackthorne often feels the weight of the Guild on his shoulders. Elected to the position by his fellow Grand Thaumaturges in 1840, Lord Blackthorne realises that he only has a relatively short tenure (each of his Eldren predecessors held the title for over a century) and wishes to ensure that the Guild remains relevant in a world increasingly turning towards technology.

Lord Blackthorne is married, but his wife remains in their Yorkshire home along with their four children. Many suspect that Lord Blackthorne and Lady Noir are paramours, but if so they’ve been very discreet. Those closest to Lord Blackthorne believe that the rumour is unfounded and based on his deference to the elder hermeticist’s encyclopaedic knowledge of the arcane. Regardless, Lord Blackthorne is a tireless advocate of Guild matters and magical law, no doubt aided by his seat in the House of Lords as the Earl of Blackthorne.

Lord Blackthorne is a human in his late 50s, although his soft features make him seem younger. A bit vain about his appearance, he tends to rely on his servants to guide him around rather than wear his spectacles; catching him wearing them while reading is akin to seeing him unclothed. A busy man, Lord Blackthorne is polite when approached but often only a few minutes away from his next appointment.

### Lord Blackthorne – Human British Head Guildmaster

*Physical:* 12      *Initiative:* 13

*Mental:* 18      *Health:* 14

*Social:* 18      *Quintessence:* 60

*Armour Value:* 8 (Patterned aetherweave lined cape; 2 successes against magic; AV 4 after 4 rounds).

*Special Traits:* Entropy 3. It’s safe to say that Lord Blackthorne knows any spell, physic or sigil he’s likely to need.

*Complications:* None

*Damage:* Aer Telum (8)



### Lady Noir

This beautiful French Eldren calls herself ‘Lady Noir,’ but that is not her real title. She allows friends and close acquaintances to call her ‘Annalise,’ but that may not be her real name either. She claims to have left it in the past with the blood of her family, victims of the French Revolution. Only Lady Noir escaped and she spent several years helping other French aristocrats reach England. A proficient fencer as well as a hermeticist, she helped establish the Chevalier’s Fencing Club in London, a club for French expatriates.

At 90 years old, Lady Noir is still stunningly beautiful, a beauty accentuated by her red curls, an extremely rare trait for an Eldren. She is perhaps the most potent magician in the British Guild, but her French heritage prevented her



from being elected Head Guildmaster. She has a spiritualist connection to the aether and she is often haunted by the memories and the occasional spirit of old friends and family. A few suspect that she has been quietly taking vengeance on members of the revolution and their families over the years, but thus far nothing has connected her to the occasional unfortunate 'accident.'



**Lady Noir - Eldren Grand Thaumaturge**

*Physical:* 12      *Initiative:* 15  
*Mental:* 21      *Health:* 12  
*Social:* 21      *Quintessence:* 72  
*Armour Value:* 10 (Chalby's Corium, orichalcum corset).  
*Special Traits:* Entropy 4, Beautiful, Spiritualism (all),  
 Thaumaturgy (all).  
*Complications:* Imaginary Friends.  
*Damage:* Aer Telum (8).

**Lord George Mace**

Lord George Mace is a sapient who wears many hats; he is a high-ranking member of the Worshipful Company of Hermeticists, head of the London Orientalists Club (which he started) and the chief of Scotland Yard's Aetheric Branch. He also has a reputation for sloth and lechery, or, as he eloquently put it on one occasion "one-quarter of the

cardinal sins." In spite of his often libertine behaviour Lord Mace enjoys many connections within the various elements of British society and often works to prevent any harm from befalling his country.

Lord Mace is an Eldren Scot, although he is Oxford educated and spent some time in India. He is dashing, debonair, and classically handsome. This belies his darker, or at least more prurient, nature; the stories often told about him are beyond scandalous, but Lord Mace's strong reputation as an advocate for justice often stifles such accusations.



**Lord George Mace - Eldren Orientalist**

*Physical:* 8      *Initiative:* 9  
*Mental:* 12      *Health:* 10  
*Social:* 14      *Quintessence:* 36  
*Armour Value:* 8 (Aetherweave-lined cape; AV 4 after 4 rounds)  
*Special Traits:* Entropy 2, Clairvoyant (Psychometry),  
 Thaumaturgy (all).  
*Complications:* Hedonist, Narcissist.  
*Damage:* Sword cane (6), Aer Telum (8).

*If you have a copy of Jewel of the Empire then Lord Mace also has the Tantric Practitioner talent (purchased twice) and the Tantra skill at +4.*

### Lady Clara Heath

When one thinks of an officer of the Silencius, one can't get any further than Lady Heath. She is attractive, pleasant, and smartly dressed, easily blending into social occasions. She has a cool, confident, and disarming manner; she is always deferential, even when someone is in the wrong. She never forgets a face and seems genuinely happy to meet a former acquaintance again. While Lady Heath's demeanour is not disingenuous, it does hide a cunning and perceptive mind. As Great Britain's District Magister Lady Heath does give a hermeticist the benefit of the doubt, but she is rarely duped and does not suffer fools gladly. Should she discover that a hermeticist is delving into Maleficium or is otherwise abusing his powers, Lady Heath acts swiftly and decisively. That is not to say that she is ruthless, but any who fall between Lady Heath's cross-hairs can expect a speedy and just trial.



#### Lady Clara Heath – Human Silencius District Magister

Physical: 15 Initiative: 14

Mental: 18 Health: 16

Social: 18 Quintessence: 42

Armour Value: 12 (Aetherweave-lined cape; AV 4 after 4 rounds; orichalcum corset).

Special Traits: Entropy 2, Demonology (all), Necromancy (all), Thaumaturgy (all), Sigil Magic (all astrology).

Complications: None.

Damage: Eldritch Pepperbox (8), sword parasol (10).

## ~LES MARIONETTES~

Whether mesmerism and oneiromancy should be considered Maleficium is a subject hotly debated in thaumaturgical classrooms and Guild halls, the primary argument being the likelihood of abuse by magnetists who discover that they can influence the thoughts and emotions of others. It is groups like Les Marionettes that make that fear a reality.

Les Marionettes is a secretive group of mercenaries and assassins who aren't what they seem; their agents are unaware of the missions that they carry out in Les Marionette's name. Using the magnetic abilities of mesmerism and oneiromancy, the members program unwilling and unwitting people to perform crimes. Such agents often find themselves committed, imprisoned and even executed for committing crimes that they can't fathom why they performed. Family turns on family, lovers turn on lovers, and friends turn on friends, all due to the influence of these evil magnetists.

### History

The true history of Les Marionettes is shrouded in mystery, largely due to the false information planted by the ringleaders of the organisation. Almost every notable assassination or grand theft in the history of Europe has been attributed to the group at one time or another and almost none of them are true. This isn't because Les Marionettes aren't capable, but simply because the group, in spite of its propaganda, simply isn't that old.

Les Marionettes has its roots in one of the many libertine clubs that were popular amongst the aristocracy. Contrary to Aluminat belief, most of these clubs were not dedicated to worshipping the Pale Archons, but simply an outlet for nobles to indulge in immoral and potentially scandalous acts, although certainly some of them did. In the case of Les Marionettes, however, it was a mesmerist's realisation that she could push others to perform acts that they'd never consider that sparked the beginnings of the organisation.

Candace Wilkins was an attractive young Dwarf from a struggling middle class family. She discovered her gift by accident, as she successfully wooed her future husband away from his aristocratic betrothed. That the son of a baron would break his engagement for a 'common woman' caused great scandal, but Candace's 'charm' won the family over.

Candace soon discovered that her husband had an unhealthy appetite for women and joined a Hellfire Club. He expected

her to join him and, as a dutiful wife, she accompanied him. It was during these meetings that Candace met Roger Marsh, an onieromancer who manipulated sleeping subjects. Candace was both fascinated and repulsed by Marsh, but she'd only begun making his acquaintance when her father-in-law discovered his son's activities and shut the club down, blaming Candace for leading her husband astray and demanding that his son divorce her or lose his inheritance.

Only two days after making his threat, the Baron awoke from his bed, walked over to a balcony, and calmly to his death. Maleficium was suspected, but the constables called to the scene deemed it a mistake or perhaps the onset of dementia on the part of the ageing baron. The newly minted Lady Wilkins soon learned the truth, but by this point the thought of the loss of the Hellfire Club affected her more deeply than her father-in-law's untimely but convenient demise. She discovered that she quite enjoyed her time with the Club, especially as her magnetic abilities grew.

Over time, Lady Wilkins and Mr Marsh discovered others with similar abilities and they combined their talents to manipulate others. Mostly this was done for fun, seeing how far they could push people to let go of their inhibitions or do things they otherwise would not. Certain members, most notably Lady Melissa Warren, saw the potential in using their group for profit, but a few instances that went too far (some resulting in death) kept Lady Wilkins and Mr Marsh from considering Lady Warren's proposal. Unfortunately, Lord Wilkins overheard a conversation between Mr Marsh and his wife regarding the death of a prostitute at the hands of a club member. Lady Wilkins managed to calm him down and put him to sleep, but Mr Marsh wasn't satisfied. He attempted to make Lord Wilkins literally follow in his father's footsteps. Caught off-guard by her friend's betrayal, Lady Wilkins died as she snapped her husband out of his sleepwalking and, disoriented, he flung her from the balcony believing her to be a burglar. She confessed as she died in his arms and Lord Wilkins got his revenge on Marsh.

The distraught Lord Wilkins attempted to disband the club, but Lady Warren carried it on. Her husband's gambling debts prompted Lady Warren to limit membership to those of a similar mindset and created Les Marionettes. An independent 'solutions' business was born.

With the principals dead and the club disbanded, the group was reorganised under Lady Melissa Warren. Unlike Lady Wilkins and Mr Marsh, Lady Warren immediately saw the political and financial potential of the group and reorganised it as a professional organisation. Lady Warren's husband is a notorious gambler, and the group's activities help keep

her coffers filled. Lady Warren uses mesmerised agents and dream manipulation to contact clients, offering them solutions to their problems for an appropriate fee. She's also used her social circles and contacts in the newspaper industry to create the mystique of Les Marionettes in order to flush out potential clients without revealing herself.

### Structure

Les Marionettes officially only has about a dozen members, all operating under the authority of Lady Warren. Potential clients are identified through several means, but each is approached by mesmerised agents or shadowy dream figures. The solution to the client's dilemma, often involving murder or theft (although the group wouldn't turn down smaller stakes, such as breaking an engagement or hindering someone's movements), is offered at a negotiated price.

The official members of Les Marionettes rarely undertake tasks in person. Instead, they mesmerise or sleep-walk an agent to do their work for them. Sometimes this is subtle, like forcing a servant to steal from her masters, while other times it may be as outrageous as a devoted lover strangling her paramour in the bedroom. Members often wear disguises or mask their voices in order to keep the unwitting agents from identifying them. Should an unwitting agent find herself in Bedlam, she is quickly ministered to by Sir Wilfred Brown. A fully fledged member of Les Marionettes, Sir Wilfred uses his position as a resident alienist to 'diagnose' the 'true reason' why the target committed the act, including influencing those that may exonerate him. With this safety net in place, Les Marionette has thus far been running a very successful operation.

### Joining the Organisation

You do not simply join Les Marionettes; Les Marionettes finds you. Any prospective member should have talent in mesmerism and/or oneiromancy and be judged worthy. Often this involves a series of tests to see how far the prospective member is willing to go to indulge a sin or gain profit. Once this is verified, Les Marionettes contacts the prospective member through a mesmerised agent or dream and gives him a test to perform. Should the prospective member pass the test then he is formally accepted into Les Marionettes. Should he fail, then Les Marionettes sends agents to kill him; after all, the former prospective member is now a threat to Les Marionette's security.

### Resources

As most of the members of Les Marionettes are drawn from the aristocracy, money is rarely an object. Additionally, as the group specialises in manipulating others, victims are often chosen because of the resources they can bring to bear.

The group rarely meets in person, as most meetings are accomplished through dreaming, but each member belongs to several circles as well as a few Hellfire Clubs and similar organisations. At least one member is believed to be a Minister of Parliament, who often pulls legal and judicial strings when necessary to aid the group. When she feels the need to entertain or hide items Lady Warren opens her home in Belgravia, as her husband is usually out gambling. Sir Wilfred Brown can also bring the resources of Bethlehem Hospital (Bedlam) to bear if need be.

## Personalities

### Lady Melissa Warren

Lady Warren is a great disappointment to her husband. He'd married her in the hopes of using her magnetic abilities to aid his gambling addiction, but the only clairvoyant ability she'd ever manifested was Magic Sense. That did him little good in the gambling parlours, so Lady Warren was easily recruited by Lady Wilkins and Mr Marsh during a gambling event at the Hellfire Club.



Lady Warren's considerable oneiromantic abilities quickly made her a favourite within the group and she immediately saw its potential in remedying her financial situation, constantly threatened by her husband's gambling habit. It was she who planted the seeds of doubt in Lord Wilkins' head and, with Lady Wilkins and Mr Marsh gone,

Lady Warren could finally turn Les Marionettes into a professional group.

Nearing 40, Lady Warren is oft considered more handsome mature woman these days and she makes perfect fashion choices to complement her appearance. She is quick with a smile and quite witty, although her eyes often belie a shrewd and cunning mind. She is always looking for the next business opportunity.

### Lady Melissa Warren - Human Oneiromancer

*Physical:* 8      *Initiative:* 9  
*Mental:* 15      *Health:* 8  
*Social:* 14      *Quintessence:* 36  
*Armour Value:* 3 (lined jacket).  
*Special Traits:* Entropy 1, Oneiromancer (all).  
*Complications:* Greed.  
*Damage:* Derringer (4).

### Sir Wilfred Brown

Sir Wilfred Brown is Lady Warren's right hand man. An experienced mesmerist and spiritualist, Sir Wilfred has served on the staff at Bethlehem Hospital for many years. Rather than look for new opportunities Sir Wilfred concentrates on cleaning up the old, ensuring that those agents manipulated into working for Les Marionettes do not expose the group. With this job alone Sir Wilfred is kept quite busy.



Sir Wilfred is a baronet and looks much older than even his 70 years would suggest. His time working for the British East India Company in the subcontinent piqued his interest in tantra; he soon became more interested in its prurient aspects. He was a member of the London Orientalists Club for a short time and believes that Lord Mace is keeping an eye on him. This makes Sir Wilfred very cautious and conservative about group business.

#### **Sir Wilfred Brown – Gnome Alienist**

*Physical:* 8      *Initiative:* 10  
*Mental:* 12      *Health:* 10  
*Social:* 9      *Quintessence:* 30  
*Armour Value:* 2 (lined waistcoat).  
*Special Traits:* Mesmerism (all), Spiritualism (all).  
*Complications:* None.  
*Damage:* Manhattan (6), Sword cane (5).

#### **Zed Bermondsey**

If there is anyone within Les Marionettes that the rest of the group is afraid of, it's Zed Bermondsey. Brought up rather neglected in a Bermondsey orphanage that assigned the Ogre a letter rather than a name, Zed learned quickly that he had to fend for himself. He discovered that he had the power to invade dreams and used it on his wardens to make his life a little easier. When he'd made enough money on the docks to earn a rookery flat Zed became protective of his neighbours, especially women and children. Using his brute strength and his oneiromantic abilities, Zed terrified those who would prey on them.



It was Zed's dream assault on a crooked moneylender that brought him to Sir Wilfred's attention, as Sir Wilfred was invading the moneylender's dreams for a different matter.

Sir Wilfred was impressed with Zed's ability and set about recruiting him, although he played on Zed's gullibility by pretending Les Marionettes only goes after 'bad people.' Should Zed ever discover the truth, and his unwitting role in terrifying innocents, the Ogre would likely take out that anger on the rest of the group.

Zed is small for an Ogre and keeps a clean appearance. This, along with his need for spectacles, gets him teased by other Ogres, but Zed doesn't mind. He looks to be in his mid-thirties, although he is only 24.

#### **Zed Bermondsey – Ogre Dreamer**

*Physical:* 12      *Initiative:* 3  
*Mental:* 6      *Health:* 20  
*Social:* 9      *Quintessence:* 12  
*Armour Value:* 4 (lined coat)  
*Special Traits:* Entropy 1, Oneiromancy (all)  
*Complications:* Bad eyesight  
*Damage:* Brass knuckles (10)

#### **Abe the Magnificent**

Abe the Magnificent is an illusionist, or stage magician, who theoretically performs feats of 'magic' without the need to manipulate the aether (a popular and respectable profession encouraged by the Aluminat). Of course, he is a member of Les Marionettes hiding in plain sight. He uses his mesmerist abilities to scan the audience for potential clients, after which he has a mesmerised agent contact them.

Abe is an ageing Huldu whose best years are behind him but what he lacks in physicality he makes up for in knowledge and proficiency. He is a cheerful Huldu with a cherubic face and a shock of white hair that resists any attempts to comb it. He is highly sought after as an illusionist.

#### **Abel Torrington – Huldu Illusionist**

*Physical:* 9      *Initiative:* 12  
*Mental:* 12      *Health:* 12  
*Social:* 10      *Quintessence:* 36  
*Armour Value:* 4 (lined cloak).  
*Special Traits:* Entropy 2, Hat of Concealment, Mesmerism (all).  
*Complications:* None.  
*Damage:* Robbins & Lawrence 0.28 (7).





## ~THE PALLID CONSPIRACY~

For the last century or so a number of 'libertine clubs' have popped up in Western Europe. Begun primarily by bored aristocrats poking a bit of fun at Aluminat morality, these secret clubs were often simply an excuse for flaunting social mores, especially those regarding physical pleasures. Most such clubs come and go as a member goes too far and attracts unwanted attention, or the various members simply move on to other pursuits. The Aluminat warns that such clubs invite demons to corrupt its members; in most cases this is simply untrue.

But there are some libertine clubs that do consort with demons and Paline, the Queen of the Pale, has found such members to be useful tools. She sends agents to infiltrate libertine clubs and bring them within her web of influence; ultimately to topple Templars of Order or anyone who simply makes things difficult for her. The members of these groups often don't realise that they are being manipulated, but Paline's chosen few are aware enough to be useful. It's these members, demonologists all, who undermine the Templars and other paragons of Order while recruiting new members to Paline's cause.

### History

The Pallid Conspiracy is nothing new; for centuries small groups have gotten together in cabals or covens seeking

more power from the Pale Archons and doing things for them in return. Some of these groups have held sway over villages, castles and even entire city-states before they are inevitably rooted out and its members put to death. The lure of sin and promise of power, however, ensures that new groups always replace the old.

With the advent of urbanisation and centralised government, the aristocracy spent a lot of time in major cities with little to do outside their social expectations, especially if they were second or third children. These bored nobles found society and church quite stifling and began to congregate in clubs and salons. Most of these clubs were created simply to share ideas, but as more viewpoints were absorbed certain social and spiritual conventions seemed outmoded or even arbitrary. As the laws were more relaxed when it came to the nobility, this provided an outlet for experimentation.

Such nobles understood that their behaviours may shock their society friends and began meeting in secret with trusted acquaintances of like mind. Here, separated from society and the approval of their new club-mates, these aristocrats were enabled to indulge in their sins without reproach. This made them easy prey for Paline. Her agents encouraged the members to indulge further and, once they'd finally gone too far, she used their failings to ensure their loyalty.

Over time, an entire club would be corrupted, after which Paline would undermine it in order to force the members to find other groups and spread the corruption. With each new group, Paline finds more people to influence and manipulate. Her plans are Byzantine, but they matter little to her trusted members. All they know is that Paline allows them to indulge in their sins so long as they do as she asks. If they don't, then Paline could ruin them in life and the afterlife.

### Structure

As befitting a group created by a demon of Entropy, there is no common structure amongst the various libertine clubs that constitute the Pallid Conspiracy. Some clubs are no more than three or four acquaintances who meet in drawing rooms and parlours, others are gentlemen's clubs with scores of members. The smaller groups tend to be confederates of equals, while larger groups may have formalised hierarchies. The two things that all groups do have in common is that each is dedicated to the promotion of sin and all are having their strings pulled by Paline.

The secrecy surrounding the group also varies. A small group that physically harms other people would maintain the utmost secrecy, while a group dedicated to sloth

probably doesn't care much whether others know (and it would probably be too much work to keep the secret anyway!). In all cases, the leadership generally doesn't let it be known that they consort with demons.

### Joining the Organisation

While members of the Pallid Conspiracy are supposed to keep it secret, aristocrats have always been terrible at keeping secrets. Nobles looking for groups where they can indulge their sins often hide in plain sight. While most of these groups aren't part of the Pallid Conspiracy, they are recruiting grounds.

The agents of Paline do recruit members, especially demonologists or other Maleficium users who have abilities useful to the Conspiracy. These agents lurk in the shadows as they gently guide candidates into an appropriate group or, more rarely, directly make an appeal. Paline is a powerful archon and can grant much in return for loyalty. For a demonologist, such an offer is simply too good to pass up, no matter what the cost.

### Resources

With many aristocratic members, the Pallid Conspiracy has a lot of resources available. It also has the blessing of the Pale Court, although Paline's direct influence is limited by the Heavenly Host and other good archons. The Conspiracy has at least one agent in most governments and businesses, multiple members in most cases.

In addition, many Maleficium users belong to the Pallid Conspiracy and can work their magics in her service. Several of these magicians are still members of various Guild cabals and have accesses to those resources as well.

### Personalities

#### Donatien Alphonse Francois Sade

One of Paline's favourites, the Donatien Sade has led a colourful life. Born in 1740, Sade was born to a family that claimed a noble heritage and styled himself 'the Marquis de Sade.' Unfortunately his Eldren eccentricity manifested at an early age and Sade soon found himself in one lecherous affair after another. Sade offended the Guild by using his hermetic skills to enhance his vice and was imprisoned by Louis XVI in 1778. Paline guided him into her service during his imprisonment and Sade helped the rebels storm the Bastille from within in 1789. This, along with his willingness to aid the new republican government, made Sade very popular. He used this goodwill to promote the idea that most of the charges against him were fabricated, even as he continued to host libertine parties in the city.

When Napoleon took power in 1799, Sade tried to influence him, but Napoleon attempted to imprison Sade over his writings. With the help of his republican friends Sade fled to London. He remained there throughout the French Empire and Restoration, using his resources to aid his friends in France. He ultimately assisted in the Revolution of 1848 that deposed the Bourbon king. Rather than return to Paris, Sade remains in London, quietly amassing resources to help the Bolsheviks overthrow the Queen while participating in several libertine clubs.

Now 115 years old, the Marquis de Sade is finally showing his age, appearing much as a 40-year old human would. He is still quite handsome and charming, using both to mask the depravity that lays beneath. He actually cares little for revolution; he merely does as Paline asks.



#### Donatien Sade – Eldren Libertine Servant of Paline

*Physical:* 12      *Initiative:* 8  
*Mental:* 12      *Health:* 12  
*Social:* 15      *Quintessence:* 24  
*Armour Value:* 2 (lined waistcoat).  
*Special Traits:* Entropy 2, Clairvoyance (*Aura Reading, Psychometry, Sixth Sense*).  
*Complications:* Bon Vivant, Lecherous, Sadistic.  
*Damage:* Eldritch sword cane (11/8).

### Corbin Tanner

Corbin Tanner has always had a vicious streak. The third son of an Earl, Tanner felt neglected and generally acted out by torturing family pets and wildlife around the family country home. His parents hoped that public school would tame Tanner. Instead, Tanner fell in with like-minded individuals and, on a whim, they decided to kill someone just to see what it felt like. Their first target was a homeless vagrant near the school, but upon killing him Tanner realised that he needed more sport.

After graduation Tanner and his friends created a 'sporting club.' Club members could select victims and kill them in any number of ways. The only rule was that the victim had to be someone who wouldn't be missed by anyone important. Needless to say, Tanner quickly came to Paline's attention. She sent an agent to him and 'Miss Harley' tempts Tanner and his associates to kill specific victims whenever it suits Paline's interests.



Corbin Tanner is a human of average height with curly blonde hair. His eyes are a bit wild and he is quick-tempered. Tanner is always impeccably dressed and has a fascination with hidden exotic weapons; he usually carries several on his person.

### Corbin Tanner - Human Aristocrat Murderer

*Physical:* 12      *Initiative:* 8  
*Mental:* 8      *Health:* 12  
*Social:* 9      *Quintessence:* 12  
*Armour Value:* 3 (lined jacket)  
*Special Traits:* None.  
*Complications:* Murderous, Rage, Ruthless.  
*Damage:* Mariette 0.36 (8), sword cane (9).

### Alice Fordham

While learning to be the perfect hostess Alice Callow discovered that she enjoyed surprising her guests with exotic foods. She tried and adapted every recipe she could find and quickly found herself trawling the markets for new ingredients. Her flair with exotic ingredients made her very popular and Miss Callow soon netted herself a husband in the spice trade.



Unfortunately, the new Mrs Fordham quickly discovered that she tired easily of dishes; she had trouble eating the same thing twice. She'd amassed a small circle of friends and one day one of them idly mused if the flesh of a Beastman tasted like the beast he resembled. An agent of Belial ensured that she got what she was looking for from a disreputable 'procurer' and, after sampling several Beastfolk, Mrs Fordham and her group have tried the flesh of other sapients.

As befits a person whose life revolves around food, Alice Fordham has doughy features and is a bit pudgy.

Her husband is unaware of her activities although he's inadvertently sampled some of it. As Belial has pushed Mrs Fordham and her group deeper into corruption he's turned them into haemomancers, which has only increased their desire for sapient flesh.

**Alice Fordham – Human Cannibal Chef**

*Physical:* 8      *Initiative:* 7  
*Mental:* 10      *Health:* 8  
*Social:* 11      *Quintessence:* 24  
*Armour Value:* 2 (lined corset)  
*Special Traits:* Entropy 1, Haemomancer (all).  
*Complications:* Cannibal.  
*Damage:* Meat cleaver (7).

**Lady Michaela Fulworth**

Young, aristocratic and Eldren (although a bit plain by Eldren standards), Lady Michaela Fulworth has spent most of her already long life amongst libertines throughout Western and Southern Europe. Plain by Eldren standards, Lady Fulworth often found herself competing with other Eldren and the occasional Steppegoblin. When she felt threatened, she'd surreptitiously lead her rival into a compromising position and allow the resulting scandal to consume her. Over the last decade or so, Lady Fulworth's slightly fading beauty (she looks in her 30s) has caused her envy to extend to any new young female member of her libertine group.



Lady Fulworth's antics have allowed her to gather many secrets and damaging information. Over time Lady Fulworth has ruined many aristocrats, crushing opportunities at favourable marriages, dissolving lucrative business deals, and even driving married couples apart. She does this all in the name of envy and her wish to be the most desirable woman in the group. Needless to say, Seere smiles on her and uses her as a weapon against Paline's agents just as often as Paline uses her to further her own interests.

**Lady Michaela Fulworth – Eldren Destroyer of Reputations**

*Physical:* 9      *Initiative:* 10  
*Mental:* 12      *Health:* 10  
*Social:* 13      *Quintessence:* 30  
*Armour Value:* 2 (lined corset).  
*Special Traits:* Entropy 2, Clairvoyant (*Aura Reading*).  
*Complications:* Envy.  
*Damage:* Sword parasol (7).

## ~ THE SOCIETY OF LILIT ~

The Society of Lilit is dedicated to discovering the secret of immortality. While many of its members are undead, the Society is not simply looking to prolong their current states. Instead, the Society seeks to uncover the secret of true immortality and, for its undead members, the restoration of their original bodies.

In spite of the fact that most members owe their existence to Entropy, the Society spends most of their time researching scientific answers, believing that perfect Order equals perfect, unchanging bodies. Towards that end the Society often secretly funds new research and hunts for ancient relics that purport to impart immortality. Not all members of the Society of Lilit are evil, but due to its connection to the Maleficia the group is hunted by agents of the Aluminat.

### History

The Society of Lilit takes its name from the Lilit mentioned in the 'First Book of Order' in the Aluminat Codex. She was created along with the first sapients (her subspecies is not recorded) and devoted herself to necromancy, trying to create life like the archons. The other 'First Ones' were appalled by her audacity and cast her out of their midst. She occasionally recurs throughout the Codex but always as an adversary. Tradition holds her to be a powerful undead and 'litche' is a corruption of her name.

In the late 17th century Venetian vampire Giure Grando started the society. Having accessed Aluminat records,

he'd discovered that there was a recurring debate amongst Aluminat scholars on whether Lilit was a true litche or instead a true immortal, a paragon of Order. A growing minority within the Church even advocated that she be designated the first Prophet of Order. While Giure Grando had little use for theological debates, he was certainly interested in a possible way to cure his condition.

With Lilit in mind, Grando concentrated on finding scientific solutions to his condition. He sought out any scientists on the cutting edge as well as artificers and necromancers. Sometimes, Grando would get a glimmer of hope, but he's been mostly disappointed in his findings. Grando's inquiries put him in contact with others seeking immortality and the Society of Lilit was born. Originally, Grando imagined a strong society centred in Venice. He created a society club house in the floors of his home that lay beneath the canals. He recruited several members, living and undead, and sponsored many hermeticists and scientists, including Vittorio Muratore, a promising surgeon. Dr Muratore made many advancements, especially in the field of necrotic grafts. This attracted the attention of the Silencius and Dr Muratore inadvertently tipped them off to the Society of Lilit.

Using the information gleaned from Dr Muratore, the Silencius stormed Grando's Venetian residence in 1818. Many members were killed in the fight, including Giure Grando. While the Silencius managed to cut the heart out of the group, it couldn't account for all its branches. The Society of Lilit reorganised, maintaining greater secrecy than before. Very few living sapientia have been admitted into the new society, as the members fear their association or influence with the Silencius.

### Structure

The Society of Lilit is not a hierarchical organisation; it is a collection of colleagues seeking the same thing. Thus, meetings of the Society are informal affairs; each shares what she's learned in her travels and the Society selects promising scientists to back. While the members of the Society of Lilit appreciate the value of working together, they tend to live solitary lives. Due to their nature and their desires they realise that they are aberrations and find it difficult to trust others, even those that profess to believe what they do. This, of course, was only strengthened by the Vampiric Purge of 1818.

Giure Grando is still the head of the Society, having inhabited a full necrotic body prepared by Dr Muratore. He has moved to Paris, where he can better maintain contact with other members while keeping his movements secret from the Silencius.

## Can Anyone Be a Vampire?

The Aluminat teaches that anyone can be tempted by demons to sin enough that the end result is that one becomes trapped by his sins and becomes a vampire. If that were true, then the ratio of saints versus sinners would surely mean that the world would be overrun with vampires! Fortunately for the world, the Aluminat is only half-correct.

While anyone can indulge in sin, it takes a special person to become a vampire. Some people are simply born different, the result of an ancient connection to the Pale Archons. This blood not only makes the person more inclined to commit a particular sin, but it also makes her strong enough to survive the process of becoming a vampire. Indulging in the bloodline's sin helps strengthen that bond and enables the potential vampire to survive her transformation.

There is no Build point cost for being of a vampiric bloodline, as there are no particular benefits or Complications besides the inclination towards a particular sin. It's up to the Gamesmaster whether a particular adventurer has the possibility of a vampiric afterlife or simply dies from the attempt to transform him. Regardless, if the adventurer dies by any other means then it eliminates any chance of her becoming a vampire. Due to this uncertainty, those preparing for an undead life often go the litche route instead.

### Joining the Organisation

There are two ways to join the Society of Lilit. The undead, especially litches and vampires, can make inquiries amongst their own; most greater undead see the society as a foolish venture and such undead that do desire a return to a mortal existence often exhibit certain habits and patterns that are easily picked up by a Society member.

Promising magicians and scientists are often shadowed by a Society member in order to gauge their potential. The Society member generally provides funds and guidance to the candidate without revealing her true nature. At some point along the way, often after the candidate has achieved a magical or scientific breakthrough or is in danger of dying, the Society member reveals herself and offers the candidate membership. While the Society member doesn't mention this, implicit in the invitation is a death sentence should the candidate decline.

In either case there is no formal entrance ritual; once a candidate is accepted by a member of the Society then she need only be introduced to other members to be considered a member. In the beginning Grando had special rings made but this only made the Silencius' job easier. With the reorganisation the Society has dispensed with such trappings.

### Resources

The resources of the Society often depend on the individual member; fortunately seasoned liches and vampires often have comfortable resources at their disposal. Occasionally members pool their resources for particularly large projects.

The largest library and collection of medical materials is in Grando's Parisian home. Some of it was salvaged from his old Venetian residence, but he's added greatly to it over the years. Unlike in Venice, Grando keeps his collection in a separate location from his residence in case the Silencius or similar organisation comes calling again.

### Personalities

#### Giure Grando

Giure Grando was a fisherman just outside of Venice. He made a rather successful income with innovations he made to his fishing rods and nets, but he had a weakness for both wine and women. One such woman turned out to be a vampire. Not wishing to waste his potential she turned him; Grando repaid her for this by turning her into the Aluminat. He himself fled, hoping to find some way of turning himself back. It was this desire that drove him to create the Society of Lilit.

When he was killed by the Silencius in 1818, Grando found himself bound to another body. Dr Muratore, feeling guilty over his role, used necromancy to summon and bind Grando's spirit into a new body created entirely from necrotic grafts. Believing at first that he'd attained his goal, Grando soon discovered that this new body was still 'dead'; worse, his vampiric urges didn't go away and Grando developed a form of haemomancy to use the blood of his victims to refuel his body.

Currently, Grando looks like a slightly oversized Orc, although close inspection reveals the patchwork stitching. In spite of amassing quite a fortune and purchasing a grand Parisian home, Grando rarely goes out during the day and when he goes out at night he sticks to the worst parts of Paris where he has the best chance of being unnoticed. He has banned mirrors from his home over his distaste at looking at himself. In spite of all this, Grando is the closest the Society has to a leader, and hosts many meetings in his home.



#### Giure Grando – Orc Pseudo-Vampire

*Physical:* 15      *Initiative:* 9  
*Mental:* 9      *Health:* 16  
*Social:* 3      *Quintessence:* 30  
*Armour Value:* 4 (lined cloak).  
*Special Traits:* Order 2, Haemomancy (all).  
*Complications:* Drinks blood, necrotic body, vampire mannerisms.  
*Damage:* Mace cane (11/9), Cogswell 0.47 (10).

#### Dr Vittorio Muratore

Vittorio Franco Muratore was a promising Venetian medical student who received a grant from a sponsor to study at the Thaumaturgical University in Geneva. Muratore knew little about his benefactor but proved an apt pupil, learning various magical disciplines and graduating as a full hermeticist and surgeon. The newly-minted Doctor was especially interested in creating new life and saw the possibilities of science unlocking the secrets lost to magic. It was only then that Grando revealed himself as a vampire and encouraged Muratore's experiments.

Unfortunately, while Dr Muratore did hold several Maleficium licences, his activities attracted the attention of the Silencius. Dr Muratore managed to flee from Geneva, but his benefactor wasn't so lucky as the possessions Muratore left behind revealed the Society of Lilit. Distraught to have betrayed the person who made his career, Dr Muratore bound Grando's spirit in a specially-made necrotic body.

Dr Muratore himself found sanctuary with a surviving member of the Society and helped rebuild it. Currently Dr Muratore moves from place to place, changing his identity as necessary and using laboratories built by other members. Now an old man himself, Dr Muratore wants to discover the secret of prolonging life.

Vittorio Muratore is a shadow of his former self, a tall thin human with wispy silver hair and gaunt features. His eyes sparkle whenever he speaks of new discoveries in the fields of necromancy or medicine. He has a love of Italian opera and can often be found sitting in a theatre box on opening nights.



**Vittorio Muratore - Human Surgeon**

Physical: 6 Initiative: 9  
Mental: 15 Health: 8  
Social: 8 Quintessence: 30

Armour Value: 4 (lined coat).

Special Traits: Order 2, Necromancy (all), Thaumaturgy (Aer Telum, Animo, Chalybs Corium, Invisibilis, Lumen, Phamatis Manus, Refoveo, Remedium, Siccus, Vigeas, Visus Praetor).

Complications: None.

Damage: Aer Telum (8), Walking cane (4).

**'Big' Bill Caruthers**

Bill (it is not short for 'William') Caruthers was a large Oxman who supplemented his income on the docks by providing muscle for local gangs. He soon became more involved in the London underworld and became a full-time

enforcer, hoping to one day be a boss himself. Unfortunately for him, Big Bill tried to flex his muscles on someone better armed. Big Bill was shot and killed, his body dumped in a Limehouse pit.

Given his large size and relatively intact body, Big Bill was selected by a necromancer for zombification. What plans the necromancer had for him were never realised, however, as the reanimated Big Bill didn't take kindly to being ordered around and killed his new 'master.' Only after killing the necromancer did Big Bill discover what he'd become. He was an independently-minded zombie.

Needless to say, new work has been hard to come by; most people, even shady types, don't like working with zombies for long. Worse, Big Bill is constantly dealing with undead hunters that want to return him to the grave. All Big Bill wants is his life back, and he joined the Society of Lilit to provide a bit of muscle for the group while hoping they find a way to bring him back to life.



**'Big' Bill Caruthers - Oxman Independent Zombie**

Physical: 12 Initiative: 6  
Mental: 6 Health: 16  
Social: 6 Quintessence: 12

Armour Value: 2 (lined waistcoat)

Special Traits: Order 1, Ageless, Immunity: Poison, Immunity: Mind-affecting magic.

Complications: Vulnerability (fire).

Damage: Club (7), Bite (6, only when grappling).



### Dr Dale MacKinnon

Dale MacKinnon was born to a rich middle class Scottish family in Edinburgh in 1620. She discovered her talent for thaumaturgy at an early age and soon found herself at Edinburgh University. After attaining her thaumaturgical degree, Dr MacKinnon felt compelled to join the Covenanters against the King due to her strict Scottish Aluminat upbringing. After the Wars of the Three Kingdoms were over, Dr Dale found herself disgusted with all the death in the name of religion. She made a comfortable living as a hermeticist, but she began delving into necromancy.

Dr MacKinnon was careful to cover her activities and joined the Society of Lilit in 1755. Her body was finally wearing out and, with no permanent solution in sight, Dr MacKinnon crossed over to litchedom. She'd invested in several ventures around the British Isles and now uses these as homes as she searches for true eternal life.

Dr MacKinnon looks like an impossibly old Dwarf with her skin barely stretched over her bones. The right side of her body is badly charred from a Liverpool warehouse fire when her activities there were discovered, and Dr MacKinnon compensated for it with a clockwork eye, arm, and leg to replace the burnt ones. Interestingly, this is bringing her back to religion, as she's starting to believe that only Order can truly save her. As such, Dr MacKinnon secretly sponsors several promising medical students.



### Dale MacKinnon - Dwarf Litche

*Physical:* 9      *Initiative:* 12  
*Mental:* 16      *Health:* 12  
*Social:* 6      *Quintessence:* 54  
*Armour Value:* 0  
*Special Traits:* Order 2, Ageless, Attribute changes (+2 Resolve and Wits, -2 Presence), Clockwork Eye, Clockwork Arm, Clockwork Leg, Immunity: Non-magical weapons, Immunity: Poison, Immunity: Sleep and Sleep Magic, Necromancy (all), Thaumaturgy (all), Unstoppable.  
*Complications:* Vulnerability: Fire.  
*Damage:* Punch (6), *Aer Telum* (8).

## ~ THE WILD HUNT ~

Ever since the Aluminat spread into paynim lands and demanded that all people turn to Order through the Heavenly Host, those that clung to the Old Gods were viewed with suspicion. They became the target of inquisitions and 'witch hunters' who forced conversions or, failing that, executed adherents to paynim gods in increasingly creative and brutal ways. While ostensibly all paynim followers were subject to these purges, most of the persecution was directed toward petty conjurers, who were at least initially considered Maleficium practitioners.

Inquisitors and witch hunters were not received with open arms in those areas where the Old Gods were strong. Their followers thwarted the intruders at every turn and in some cases turned to killing when the intruders wouldn't take the message. Such groups were referred to as 'the Wild Hunters,' as they strove to protect their own against the agents of Order. Unfortunately, the Aluminat proved stronger, burning villages and driving most petty conjurers into hiding in the fringes of society.

Today, the Wild Hunt is called whenever a paynim follower is persecuted simply for believing in the Old Ways. The members of the Wild Hunt are diverse and can be found in all aspects of society; it is perhaps ironic that the largest pool of Wild Hunters can be found within major cities. When a Hunt is called these members drop whatever they are doing and come to the aid of those that need them.

### History

While the idea of a group of people getting together to defend their neighbours has been around since the dawn of time, the Wild Hunt traces its lineage back to Niviane, an animist and huntress from outside of Camelot. While the people of Camelot had largely converted to the Aluminat



faith, many of the surrounding areas kept the Old Faiths. Niviane saw Cardinal Myrddin Emrys as her enemy, as he was a former Druid who had converted to the Aluminat faith.

Camelot and the Celtic Aluminat fell, and this was largely attributed to Niviane's efforts by the paynimry. She was believed to have the support of the Celtic goddess Morrigan, the Anglo-Saxon goddess Rheda, and the Roman goddess Diana. Niviane was enshrined as the first leader of the Wild Hunt. Unfortunately, the new Saxon kings in England supported the Aluminat and Niviane was killed, likely by an Aluminat-sponsored witch hunter. This hunter, known only as 'the Red Saxon,' was killed in revenge by the Wild Hunt, burned alive inside a wicker man.

As the centuries went on the Wild Hunts continued, but the popularity of the Aluminat turned them into one-sided battles. For every Wild Hunt victory there followed a major purge of paynim magicians and adherents. The Old Gods behind the Wild Hunts learned to be more selective and subtle with their targets, limiting themselves to those on the fringe of civilisation or the most egregious offenders. Wild Hunt parties spent less time on exacting vengeance and more time on helping victims, saving animists, petty conjurers and shamans from the stake or long imprisonments or offering safe passage elsewhere.

With the onset of the industrial revolution, many paynim followers were among the mass migration into the cities. Petty conjurers set up apothecaries in the rookeries and occasionally run afoul of crime bosses. Aluminat agents infiltrate homes, acting the part of social guest while looking for signs of the paynimry. Police officers heckle animists who have turned to urban animals to practice their magnetic abilities. All of these potential victims could receive aid from the Wild Hunt when the need arises.

### Structure

As in the days of old, the Wild Hunt is centred on one or more shamans. These shamans lead the regular ceremonies that placate the Old Gods as well as receive messages from the Old Gods when it is time to form a Wild Hunt. Once the Hunt is called, each member hears a horn blast in their mind. The hunters then gather at their ceremonial space to receive their instructions.

Given that the order comes directly from an archon, the archon herself provides the structure. Through the shaman she assigns a war band chieftain. The chieftain has the power to delegate roles to the rest of the Wild Hunt. By tradition the Hunt lasts from dusk till dawn, unless

extraordinary circumstances require action during the day or for a prolonged period of time. The hope is that the Hunt will be over before any of the members are missed – this has become increasingly difficult with the advent of gas lighting and electricity. Traditionally, the ceremonial space has been a secluded area in a sacred place, but that isn't convenient in the city. Instead, meeting places are parlours, basements and warehouses. They are not usually placed in the backs of apothecaries or in the homes of known petty conjurers, as these are the most likely places to be targeted by the Aluminat.

### Joining the Organisation

Wild Hunt membership usually comprises of animists, bards, petty conjurers, and shamans, although anyone that professes a belief in the Old Gods could be a member. An organisation based on faith, Wild Hunt members can be found almost anywhere, from the West India Docks to the offices at Parliament. Wild Hunters are recruited from active worshippers, meaning that the candidate must have joined a paynim group and be active in its ceremonies. The shaman leading the group, as well as the archon inhabiting him, chooses those who are loyal and who have skills that are essential to a successful Wild Hunt. While these are most often magicians, candidates with the ability to open doors to secure areas or wipe away evidence of a Wild Hunt are also highly valued. Once a candidate is selected, she becomes a member for life. A Wild Hunter can request 'retirement' at any time and this is usually conditioned on some performance, both present and future. Former Wild Hunters that disregard these promises or betray the paynimry often find themselves the target of a Wild Hunt.

### Resources

As members of a Wild Hunt are chosen for their abilities, paynim groups that support a Wild Hunt generally provide little support themselves. Often this is because members, save for the occasional ancient family, are either from the lower class or they are middle class professionals that simply can't part with large sums of money without somebody noticing. Very rarely is an aristocrat a member of the Wild Hunt and those that do are generally distanced from their class; for them, being part of a paynim group is being 'libertine.'

The Wild Hunt in London, however, has an advantage in that they are associated with the Ancient and Holy Order of Sulis-Minerva (see *Faces in the Smoke, Volume One - The Secret Masters*). The gentleman's club (which is open to women) offers a safe meeting place as well as an extensive library. Many members are upper middle class and gentry, granting access to many London institutions.

## Personalities

### Father Timothy Poole

Father Timothy Poole is an Irish Huldu who is a pastor at St Morgan's Church in St. Giles. Those who know him believe him to be a caring, devout priest who isn't afraid to brave the dangers of the rookery in order to care for his flock. It's also common knowledge, if not openly stated, that 'St Morgan' is actually an Aluminat appropriation of the Celtic goddess Morrigan reinterpreted as an Aluminat saint. Father Poole worships her original aspect and he is often summoned to the Wild Hunt when physical prowess is needed.



In spite of his small frame, Father Poole is an expert boxer as well as a mystic. He has felled many an Ogre in his youth, but when Morrigan came to him in a vision and opened his mind to mysticism he gave up prize-fighting, knowing that his magnetic abilities would give him an unfair advantage. Instead he took vows and dedicated himself to helping the unfortunate, whether they were paynim worshippers or not.

Father Poole is 32 years old and his cherubic face is marred by a broken nose that never healed properly. He is gentle, but his hands are coarse like a labourer's (or fighter's). His Huldu nature is fascinated with the plight of others and he listens to any such stories with keen interest and offers what comfort he can. When part of a Wild Hunt, Father Poole wastes no time – he abhors killing, but he won't hesitate to put an enemy down as quickly as he can.

### Father Timothy Poole – Huldu Priest

*Physical:* 12      *Initiative:* 12

*Mental:* 10      *Health:* 12

*Social:* 7      *Quintessence:* 30

*Armour Value:* 1 (greatcoat).

*Special Traits:* Mysticism (*Fortify, Harden, Strength of the Bear*).

*Complications:* None.

*Damage:* Brass Knuckles (4), Walking cane (3).

### Dr Miranda Sable

Sometimes the best place to hide is in plain sight. Dr Sable is a chirurge, one who combines petty conjuring with medicine. She is fully licensed by the Guild even though she is not a 'proper' magician. She is a member of the Ancient and Holy Order of Sulis-Minerva, to which the general public believes is simply a gentleman's club with a Greco-Roman theme. Dr Sable, of course, is a full member of the Order and she is also a shaman of Minerva. The club's membership and resources give the London Wild Hunt, of which she is the chieftain, much to draw from. In spite of this relationship only a small number of Sulis-Minervans are part of the Wild Hunt and the Wild Hunt counts many hunters who aren't part of the club.

Dr Sable is a 50 year old Gnome who looks slightly older. Her grandmotherly appearance aids in her bedside manner and she is full of folk remedies that are comforting as well as helpful. While utterly loyal to Minerva, she sees the Wild Hunt as necessary, but wishes it weren't so. She can be quite inconsolable whenever a hunter or 'innocent' is lost in a Wild Hunt.



**Dr Miranda Sable – Gnome Chirurgeon**

Physical: 6 Initiative: 11  
 Mental: 15 Health: 10  
 Social: 10 Quintessence: 42  
 Armour Value: 3 (lined jacket).  
 Special Traits: Petty Conjuring (*Hunya, Lymma, Past Yaghus, Penndage, Qeth-Meyn*), Shaman (*Minerva*).  
 Complications: Honourable.  
 Damage: Derringer (4).

**Nathan Bailey**

Nathan Bailey hails from York, as evinced by his thick Yorkshire accent. A tosher as well as a dedicated paynim, Bailey soon got into some trouble in York that necessitated a move to London. He now makes his living in the sewers, where his animist abilities enable the rats of the city to afford him a sustainable life, if not exactly a comfortable one. Nathan Bailey is a brown-furred Ratman who is dedicated to the Norse gods. He is an animist and sigil scribe and uses both in the service of the Wild Hunt. His knowledge of the sewer system has saved many lives and afforded relatively safe passage through the city.

**Nathan Bailey – Ratman Tosher**

Physical: 9 Initiative: 8  
 Mental: 9 Health: 10  
 Social: 3 Quintessence: 24  
 Armour Value: 4 (lined coat).  
 Special Traits: Entropy 2, Animism (*Animal Bond, Call of the Wild, Commune, Frenzy*).  
 Complications: None.  
 Damage: Large Knife (9), Mariette 0.36 (8).

**Delyth ap Cledwyn**

Delyth ap Cledwyn is a musical prodigy, especially with the piano. Dubbed 'the Welsh Rose,' she has performed in numerous venues, both public and private. While she is well-versed in the works of all the major composers, she prefers to perform her own works, drawn from the rich mythology of the British Isles, especially Wales.



Delyth ap Cledwyn is a slip of a woman, but she is a very potent bard. She worships Fraid, a Welsh aspect of Bridget that is dedicated to poetry. She is often used by the Wild Hunt to open doors in wealthy homes or to trap useful important figures who may be attending one of her performances. Because of her public nature, Delyth often works behind the scenes rather than get her hands dirty.

**Delyth ap Cledwyn – Human Pianist**

Physical: 9 Initiative: 8  
 Mental: 11 Health: 10  
 Social: 10 Quintessence: 30  
 Armour Value: 2 (lined corset).  
 Special Traits: Entropy 2, Bardism (*Anger, Desire, Determination, Hate, Love, Rage, Sadness*).  
 Complications: Show-off.  
 Damage: Collapsible baton (5), derringer (4).

# APPENDIX

## SECOND EDITION CONVERSION NOTES

While designed with the third edition rules in mind, the *Liber Magica* can certainly be used with the second edition of the *Victoriana Core Rulebook*. This appendix gives a second edition Gamesmaster the conversion notes she needs to integrate the new material presented in this book.

### The Basics

One of the big changes between the second and third editions of *Victoriana* is that we've streamlined the magic rules. Each spell or medium ability now has a fixed cost, which is paid regardless of whether the spell-casting is successful. In most cases the costs are now lower, giving mages a bit more power.

When incorporating this material, it makes more sense to use the third edition rules as that is how the new magic

rules were balanced. If you want to keep the variability then use the optional rule found on page 10 of this book.

Thaumaturgy spells (and similar demonology and necromancy spells) take Cost -1 rounds to cast. This can only be reduced by taking a multiple action penalty.

All spells last a number of rounds/minutes/hours/days equal to the magician's Resolve + 1 per success.

For convenience we've given you the changes for spell costs and difficulties between editions here. If you prefer to keep the old ranges, then you can use these as examples for comparison when assigning new action costs, difficulties, and so on. to the new spells and abilities in this book.

### Third Edition Lexicon

A quick perusal of this book will quickly alert the second edition Gamesmaster that some terms have changed between editions. While most of these are self-evident, here is a list of the main changes.

Third edition NPC stat blocks have been simplified. 'SC' stands for 'Social Competence' and is a combination of Presence, social skills and reputation.

Entropy, Harmony and Order are cogs for the Celestial Engine. Ignore these values if using the second edition.

#### 2E TERM

Angel  
Angel, Tainted  
Channelling Medium  
Dark Arts  
Ether  
Faith Medium  
Halfling

#### 3E TERM

Karabim  
Ophanim  
Spiritualist  
Maleficium  
Aether  
Goeticist  
Huldu/Huldufolk

#### 2E TERM

Mana  
Medium  
Petty Mage  
Sensate Medium  
Rune-Casting  
Sorcerer  
Sorcery

#### 3E TERM

Quintessence  
Magnetist  
Conjurer/Cunning Folk  
Clairvoyant  
Sigil Magic  
Hermeticist  
Hermeticism

**Channelling Medium Abilities****Aura Reading**  
Difficulty: 1**Grace**  
Difficulty: 1**Heal**  
Difficulty: 0**Know Historical Events**  
Difficulty: 1**Magic Sense**  
Difficulty: 0**Seance**  
Difficulty: 1**See the Supernatural**  
Difficulty: 0**Sensate Medium Abilities****Aura Reading**  
Difficulty: 1**Glimpse**  
Difficulty: 2**Know Living History**  
Difficulty: 1**Magic Sense**  
Difficulty: 0**Psychometry**  
Difficulty: 1**See the Supernatural**  
Difficulty: 0**Sixth Sense**  
Difficulty: 1**Faith Medium Abilities****Becalm**  
Difficulty: 1**Blessing**  
Difficulty: 2**Exorcism**  
Difficulty: 0**Glimpse**  
Difficulty: 2**Guardian Angel**  
Difficulty: 1**Heal**  
Difficulty: 0**Magic Sense**  
Difficulty: 0**Saint's Candour**  
Difficulty: 1  
(this is effectively *Aura Reading*)**Saint's Sight**  
Difficulty: 0**Sorcery****Animo (Animate)**  
Cost: 2  
Difficulty: 3**Turbatio (Botheration)**  
Cost: 1  
Difficulty: 0**Remedium (Cure)**  
Cost: 3  
Difficulty: 3**Obscure (Darkness)**  
Cost: 2  
Difficulty: 0**Phasmi Vinculum (Ectoplasmic Bonds)**  
Cost: 2  
Difficulty: 3**Phasmatis Manus (Ectoplasmic Hand)**  
Cost: 2  
Difficulty: 0**Aer Clava (Ethereic Bludgeon)**  
Cost: 2  
Difficulty: 0  
(now 8 dice damage)**Aer Telum (Ethereic Bolt)**  
Cost: 2  
Difficulty: 3  
(now 8 dice damage)**Aer Flamma (Ethereic Inferno)**  
Cost: 4  
Difficulty: 9**Eminus Loqui (Farspeech)**  
Cost: 1  
Difficulty: 0**Ignicule (Firespark)**  
Cost: 1  
Difficulty: 0**Wyver Volatus (Flight of the Wyvern)**  
Cost: 2  
Difficulty: 0**Lumen (Gaslight)**  
Cost: 1  
Difficulty: 0**Refoveo (Groom)**  
Cost: 1  
Difficulty: 0**Siccus (Hair of the Dog)**  
Cost: 3  
Difficulty: 3**Vigeas (Heal)**  
Cost: 2  
Difficulty: 0**Decoro (Instant Beauty)**  
Cost: 2  
Difficulty: 0**Invisibilis (Invisibility)**  
Cost: 2  
Difficulty: 3**Levatio (Levitate)**  
Cost: 1  
Difficulty: 0**Fortitudo Fumus (Power of Steam)**  
Cost: 2  
Difficulty: 0**Philologi Tutelae (Scholar's Guard)**  
Cost: 1  
Difficulty: 0**Visus Praetor (Second Sight)**  
Cost: 1  
Difficulty: 0**Procul Oculus (Spyglass Eyes)**  
Cost: 1  
Difficulty: 0**Chalybs Corium (Steely Skin)**  
Cost: 3  
Difficulty: 3  
(AV 6)**Lingua (Tongues)**  
Cost: 1  
Difficulty: 0**Offirmo Vere (True Door)**  
Cost: 1  
Difficulty: 0**Enchantments****Enyval Dov (Animal Companion)**  
Ritual Cost: 3  
Difficulty: 6**Penndaga (Befuddle)**  
Ritual Cost: 1  
Difficulty: 0**Kath Uskis (Cat Nimble)**  
Ritual Cost: 1  
Difficulty: 0**Huk-Skeus (Cloak of Shadows)**  
Ritual Cost: 1  
Difficulty: 0**Formya Tegenn-Kolom (Create Heartstone)**  
Ritual Cost: 2  
Difficulty: 0**Lymma (Edge Sharp)**  
Ritual Cost: 1  
Difficulty: 0

**Millamma (Far Leap)**

Ritual Cost: 2  
Difficulty: 0

**Konnar (Fury)**

Ritual Cost: 1  
Difficulty: 0

**Gul Keser (Hailstorm)**

Ritual Cost: 1  
Difficulty: 0

**Past Yaghus (Healing Poultice)**

Ritual Cost: 2  
Difficulty: 0

**Gul War-Lergh Enyval (Liken Shape)**

Ritual Cost: 3  
Difficulty: 3+  
(add 1 to difficulty for each die of damage new form does with natural attack over caster's original form's best natural attack, usually Kick)

**Gwinbrennyer Byw (Living Vines)**

Ritual Cost: 2  
Difficulty: 3

**Ro a-Keynvor (Oceans Gift)**

Ritual Cost: 1  
Difficulty: 0

**Menkann (Pebble Shine)**

Ritual Cost: 1  
Difficulty: 0

**Pedri (Power of Decay)**

Ritual Cost:  
Difficulty:

**Gwthya rag Glaw (Rainguard)**

Ritual Cost: 1  
Difficulty: 0

**Hunya (Sleep)**

Ritual Cost:  
Difficulty:

**Qeth-Meyn (Stone Cloth)**

Ritual Cost: 2  
Difficulty: 0  
(AV 6)

**Menwel (Stone Sight)**

Ritual Cost: 2  
Difficulty: 3

Demonology

**Maledictum ex Deformatas (Curse of Entropy)**

Cost: 2  
Difficulty: 3

**Principatas Snimi Evertitur (Demonic Dominion)**

Cost:  
Difficulty:

**Aer Taenta (Ether Ribbons)**

Cost: 1  
Difficulty: 0

**Aer Amiculum (Ethereal Cloak)**

Cost: 2  
Difficulty: 3

**Marciscebat (Fade)**

Cost: 3  
Difficulty: 6

**Era Celebratio (The Lady's Audience)**

Cost: 5  
Difficulty: 12

**Tutela Domus (Protected Domain)**

Cost: 2  
Difficulty: 3

**Quies (Quiet)**

Cost: ½ Demon MC  
Difficulty: Resistance roll

**Acclaro ex Totum (The Revelation of All)**

Cost: 2  
Difficulty: 3

**Sigillum Daemoniaci (Sigil)**

Cost: 2  
Difficulty: 3

**Castimonia Subtrahar (Stolen Decency)**

Cost: 3  
Difficulty: 6

**Susurrus Vexilli (Whispering Colours)**

Cost: 2  
Difficulty: 3

**Volatilis Viator (Fleeting Messenger)**

Cost: 2  
Difficulty: 0

**Evoco Puer (Imp Calling)**

Cost: 2  
Difficulty: 0

**Primarius Orbis Damoniaci Evoco (Summon First Circle Demon)**

Cost: 4  
Difficulty: 3

**Secundus Orbis Damoniaci Evoco (Summon Second Circle Demon)**

Cost: 6  
Difficulty: 4

**Tertius Orbis Damoniaci Evoco (Summon Third Circle Demon)**

Cost: 6  
Difficulty: 5

**Quartus Orbis Damoniaci Evoco (Summon Fourth Circle Demon)**

Cost: 8  
Difficulty: 6

**Paline Filia Evoco (Summon Paline's Daughter)**

Cost: 10  
Difficulty: 10

**Necromancy****Anathema (Anathema)**

Cost: 4  
Difficulty: 12

**Mortifer Sanctimonia (Deadly Purity)**

Cost: 3  
Difficulty: 3

**Tactus Mortis Frigus (Death's Cold Touch)**

Cost: 4  
Difficulty: 12

**Segnis Foetor Mortis (Death's Lingerin Stench)**

Cost: 3  
Difficulty: 3

**Pulvis (Dust)**

Cost: 1  
Difficulty: 0

**Imperium Mortuus Phasmus (Geas)**

Cost: 3  
Difficulty: 3

**Vita Adfcio (Life Drain)**

Cost: 4  
Difficulty: 6

**Palus Lumen (Marsh Lights)**

Cost: 2  
Difficulty: 0

**Oraculum ex Nox (Oracle of Night)**

Cost: 4  
Difficulty: 6

**Erigo Maior Vicus ex Morti (Raise Greater Undead)**

Cost: 4  
Difficulty: 6

**Erigo Minor Vicus ex Morti (Raise Lesser Undead)**

Cost: 2  
Difficulty: 3

**Requietum (Rest)**

Cost: 3  
Difficulty: 3

**Oro Morti Phasmatis (Séance)**

Cost: 4  
Difficulty: 0

**Occupo Victum Mortuum (Seize Undead)**

Cost: 3  
Difficulty: 3

**Vox Dominor (Vampire's Lust)**

Cost: 3  
Difficulty: 3

**Pando Victum Mortuum**

Cost: 4  
Difficulty: 12

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