

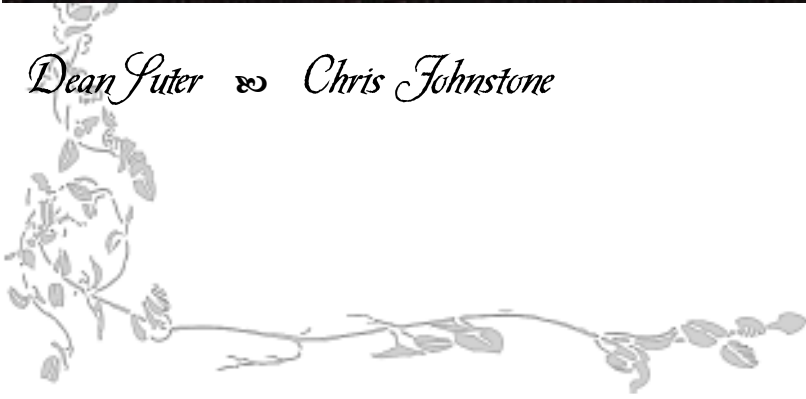


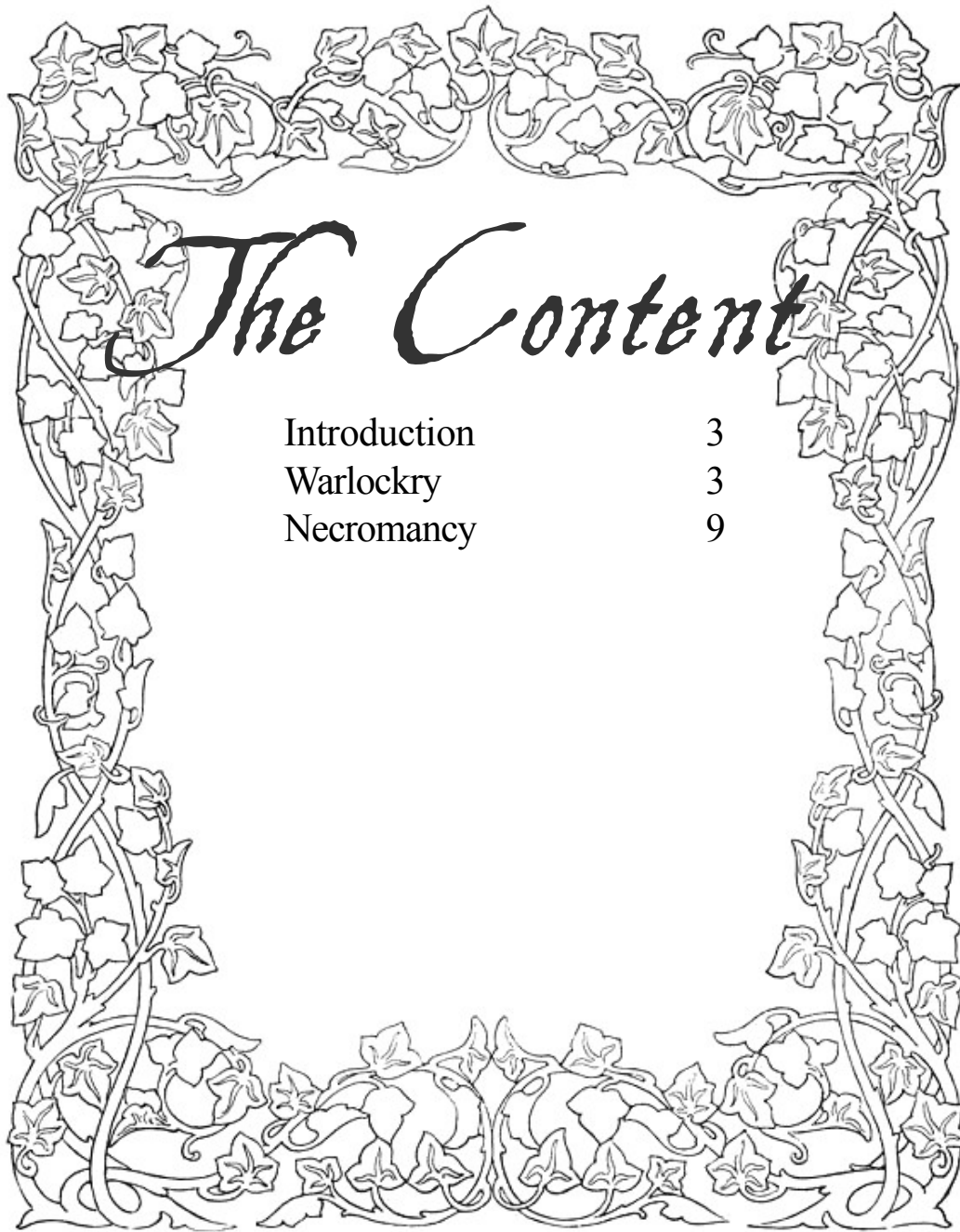
Darkest Arts

A Supplement for the Danse Macabre



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MYTHOPOETIC
G A M E S

Introduction



Part One

The following is a collection of some additional and optional rules concerning two dark paths of magic *Warlockry* and *Necromancy*. The art of *Warlockry* is that of hell's magic, and is a magic that can be gifted from the demonic host to mortals. *Necromancy* on the other hand, is a dark but more studious and laborious form of magic that is more closely allied to the arts of *Esotery*.

Warlockry



Part Two

There was a time in the ancient past when all the worshipers of the otherworldly kingdoms had unto them great and deep knowledge in the arts of sorcery. Druids and skalds of the northern lands knew much of the magic of the earth and the heirs of Solomon the Great knew great and wondrous magic. The magic of the green is reduced to dust and memory and the magic of the Hallowed Kingdom, modern-day Sanctimony is but a shadow, a dim recollection of vast power that once existed.

But the dark arts, of the magics most foul and sinful, those rituals that have always been practised and secret and taught by few to fewer, these still survive in their fullest form. And day-by-day the practitioners of the warlockry and witchcraft swell in number.

Becoming a Warlock

Becoming a Warlock is done in one of two ways. You may either be granted the Skill of Warlockry directly from a Demon as a gift in return for service, soul or vows, or you may be taught Warlockry by a coven of witches and warlocks who have taken you into their fold. Usually a single patron, more senior witch or warlock will have in tutelage one or two initiates into the Dark Arts at any one time.

In either case vows and binding oaths to serve the Kingdom of Darkness are needed.

Paths of Warlockry

Warlockry is divided into seven Paths, each representing and bound to one of the Seven Deadly Sins. Advancing a Rank in the Warlockry Skill allows you to advance your knowledge of one or more of the Paths of Warlockry. Each time you advance a Rank in the Warlockry Skill you are allowed to spread three additional ranks of knowledge among your Paths. You can either add these to a Path you already know a little of, increasing its power, or chose to learn a new Path entirely.

Warlockry Ranks

Rank One	Three
Rank Two	Six
Rank Three	Nine
Rank Four	Twelve
Rank Five	Fifteen
Rank Six	Eighteen

Trauma

Much as with Sanctimony (See the Supplement: The Sacral and the Lost) but even more so, Warlockry causes Trauma to the worker of this dark magic. The more powerful Dark Arts cause more severe Trauma, less powerful spells have a less severe effect. If you are a practitioner of Warlockry and have a Nature of 11 or more (i.e. 1, 2 or 3 ranks away from *Dark*) you may choose to suffer a *Corruption* (see below) instead of suffering a *Delirium* when you reach Ten Ranks of Trauma.

Difficulty

The Difficulty of performing a dark Ritual increases with the rank of the ritual. More powerful rituals are more difficult to perform. Rituals of less power are easier to work. When Testing your Warlockry skill make sure to take into account the Difficulty of the Ritual you wish to perform.

Failed Magic

A failed attempt at a Warlockry Ritual indicates that the Warlock has simply been unable to summon up enough magic and malign will. The Ritual fails, but the Warlock will not know this until the magic is actually put to the test. As far as he is aware it has probably worked.

A Curse Undone

Any of the Warlockry Rituals that require an accursed object to be made can be broken by the finding out and destroying of the object. For instance, Rank Two: Envy requires you to Bury a stillborn calf and a tablet of lead marked with curses and exhortations to the dark ones in the earth of a field. If your unclean little curse is dug up and burned or otherwise destroyed then the magic fails.

Some Hedge-Wizards make a good living going from town to town seeking out and destroying witch's curses hidden about the countryside.

Dark Corruptions

Roll 2d6 on the following chart to determine the Dark Corruption acquired.

2 **Crawling Skin:** Your skin itches and crawls whenever you come within a dozen paces of Hallowed Ground.

3 **Revulsion:** If touched by a priest of any Hallowed religion you begin vomiting blood.

4 **Bitter Aftertaste:** Anything you take a bite of or a sip of becomes too bitter for other people to eat. You cannot personally tell the difference.

5 **Wild Silence:** Whenever you go abroad birds, insects and frogs turn silent and hide while you pass.

6 **Bloodstains:** Your blood no longer washes away. Once spilled it can be scrubbed and scrubbed but always remains as a stain on wood or stone.

7 **Snarls:** Domestic animals dislike you. They growl and hiss if you try to get near them and run away if they can.

8 **Chill Skin:** You touch becomes deathly cold.

9 **Pallid:** You begin to lose your living colour. Over a few weeks you turn as pale and thin as a corpse.

10 **Raucous Chants:** You find religious songs and prayers difficult to listen to, irritation, evenly slightly painful.

11 **Choking Airs:** You find the air of churches and cathedrals hard to breath. You have to strain your lungs as if in a room full of smoke or dust.

12 **Flesh and Blood:** You vomit violently if you try to eat anything solid other than raw red meat.

Rituals of the Warlock

Below are the Rituals of Warlockry. Each Ritual Path has under its branch five sub-rituals. You gain additional ranks in the dark paths of Warlockry by advancing a Rank in the primary Warlockry Skill (see above).

Avarice

Below is the ritual Path for Avarice.

Rank One Average (1 trau.)

Dig up coins from a grave, barrow or tome and work a ritual over them by moonlight in a circle of rope made from cloth of gold. The coins become irresistible to those who see them, gleaming and glittering. Any mortal who sees such a magicked coin must make a Test of Willpower (diff. Average) to resist the urge to part with things of great value to have it. Treat each magicked coin as being worth about fifty marks of gold to an enthralled mortal. A mortal who fails their Test of Willpower and obtains such coins will never give them up.

Rank Two Average (1 trau.)

Grind up gold and mix it with wine, spices and honey. Anyone who drinks this wine must make a Test of Willpower (diff. Average) or be overcome with a powerful sense of Avarice and greed for gold and gems and silver for a day. A person under this effect will make bad bargains or give away normally precious things just to get hold of things of raw and basic value.

Rank Three Difficult (2 trau.)

Take the hand of a thief who has been hanged and preserve it in wax and resin. The hand, when carried into a household that is asleep, will work a magic upon the sleepers causing them to remain asleep unless they are physically shaken or disturbed.

Rank Four Difficult (2 trau.)

Dig up the skull of a rich man or woman, a merchant ideally, someone who made their own fortune. Inlay the eyes with gems and put a silver tongue into the mouth. Any place of business that this skull resides in, be it a tinker's wagon or a goldsmith's shop will prosper. Customers will be drawn into the skull's magic and feel compelled to not only buy but buy without haggling, paying as much as twice what they normally would for the same wares elsewhere. Those who view the goods on display under such an enchantment must make a Test of Willpower (diff. Difficult).

Rank Five Very Difficult (3 trau.)

You will need an object of value, gold or silver is best. Work a ritual upon the object over seven nights. Drip on it the blood of a hanged thief, a merchant and a tinker. Wrap it in cloth-of-gold and leave it for a month in the manor or castle of a wealthy man. At the end of this time the object will seem to any who see it as overpoweringly desirous,

and worth fighting over to own. Those who see the magicked treasure must make a Test of Willpower (diff. Very Difficult) to resist the urge to seize the treasure and fight anyone else who tries to take it. A person who takes into their possession such a treasure will never give it up, not for any price, and if it is taken away the previous owner will suffer five Trauma. The magic will last for seven years. During this time anyone who sees the magicked treasure will want it.

Envy

Below is the ritual Path for Envy.

Rank One Average (1 trau.)

Compliment a person to bring them ill luck. The more ardently and profoundly you compliment the person the more ill luck they will receive. The curse will centre on a particular object if you concentrate all your compliments on it. If, for instance, the subject of the curse owns a beautiful garden and you spend half an hour complimenting it, then the garden might be attacked by blight or worms or rot the next day. The exact nature of the ill luck is at the discretion of the Storyteller.

Rank Two Average (1 trau.)

Bury a stillborn calf and a tablet of lead marked with curses and exhortations to the dark ones in the earth of a field. Whatever cows eat grass from that field will produce no milk.

Rank Three Difficult (2 trau.)

Take a handful of grain, wheat or oat is best, cover it in honey and leave it until ants set it upon. Then mix the ants, grain and ash together and scatter them in a field. The field will then support no crops for a month. Any crops already growing will wilt and die. Any seeds planted will not sprout until the month is up.

Rank Four Difficult (2 trau.)

Take an empty treasure chest or strongbox, fill it with sand and ash and mark it with various unclean symbols. Bury this on the lands of whoever you wish to work this magic on. The curse awakened by this Ritual causes the subject to fall upon hard times without apparent reason. The subject loses one rank of Wealth and his or her weekly income drops appropriately. Additional cursed ash-filled chests do no additional ill.

Rank Five Very Difficult (3 trau.)

Take an empty sack, draw around it a circle in red wax and place outside it five gold coins. Say over this the name of the one you wish to put the invocation upon. The subject of the magic will become plagued by nightmares in which he or she loses everything while friends and acquaintances both stand about laughing. After a week this nightmares creep into the person's waking world. The subject of the Warlockry will begin to 'overhear' snippets of discussion about his or her lowly power or pathetic wealth. Eventually a full blanket of illusion falls upon the

person convincing him or her that everyone met has more and is happier.

Gluttony

Below is the ritual Path for Gluttony.

Rank One Average (1 trau.)

Powder the dried blood of a wolverine and shark together with saffron, cloves and cinnamon. Sprinkled over food or into drink the eater or drinker will not feel sated, but rather will become more and more ravenous the more he or she eats.

The effect of this charmed powder can be resisted on a successful Test of Willpower (diff. Average). Those affected will eat or drink until they can physically cram no more into their gullets.

Rank Two Average (1 trau.)

Use for this ritual a plate used at a funeral meal or banquet. Work upon it rituals in the dark, heap upon it honey and spice, then wash it clean, and mark its reverse with certain secret symbols.

Any food heaped upon the plate will multiply, pile itself high and tall and whether picked from or devoured will never decrease. But the food that appears on this witch's platter has no sustenance. The feaster may as well be eating ashes, and if eating nothing else, will eventually starve to death.

Rank Three Difficult (2 trau.)

Take a file, a small one is best, and perform a mockery of a dance while pretending to sharpen your teeth. The dance takes about five minutes to perform. Once finished your teeth do become longer, sharper and hard as iron. For an hour you are able to bite through iron and wood, chew up bones and spit out shards without harm. You cannot actually eat anything inedible but could chew your way out of a cell or attack someone by trying to bite them. If you try to use your teeth as a weapon use your Brawling Skill. The teeth are no more or less dangerous than a dagger or sword and will cause injury on a successful attack.

Rank Four Difficult (2 trau.)

Boil up the fat from a wolverine and make from it a candle. Any person who sits at a table whereat the candle burns must make a Test of Willpower (diff. Difficult) in order to resist the urge to eat and drink with wanton savagery.

Rank Five Very Difficult (3 trau.)

Boil up the fat from a deer, cow, sheep and chicken together in a small cauldron. Allow the fat to congeal and set it on fire. Throw into the flames salt, spices, pepper, sulphur and the three teeth from a shark.

When you are done a powerful magic settles into the cauldron. For one year and a day it will provide a stew of boiled meat (of an indeterminate animal), never emptying, never cooling, never reducing a drop. The pot will simmer and boil as if it is over a flame, even if it is not, and remains hot to touch. It is thus difficult to move.

Stew from the pot is real, it will fill a stomach and sate hunger. Its exact origin, where the meat is coming from, has never been satisfactorily explained either by curious witches or those few scholars who have come into possession of such a pot for a time. Demons who are asked refuse to answer or if trapped in by Goeite circles of truth will profess their own ignorance. The exact origin of the meat is utterly unknown, even to the Lords of Hell.

If a blessing or prayer is said aloud near the pot it ceases to boil and the endless stream of food ends. Whatever is left in the pot will remain but nothing new is added.

Lust

Below is the ritual Path for Lust.

Rank One Average (1 trau.)

Make a potion from crushed rosehip, lavender, silverdust and the wings of butterflies. Rub this over the face and skin. The potion causes a slight but noticeable increase in the attractiveness of whomsoever uses it. This slight enchanted appeal lasts about three or four days.

Rank Two Average (1 trau.)

Make a potion from crushed sapphire, lodestone and rose petals. The potion once drunk will cause the drinker to be overcome with lustful, random and seemingly wanton desires. Anyone the drinker would normally seem vaguely attractive becomes suddenly overwhelmingly desirous. The drinker's attention will wander from one person to another, but as long as you remain under the potion's power you must make a Test of Willpower to resist the urge to actively try and woo any handsome or pretty face you meet. A character under this influence will not break any moral codes normally held to, but will ignore the social ramifications that will result from inappropriate proposition. The effect lasts about five hours.

Rank Three Difficult (2 trau.)

Make a potion from the blood of a stallion, musk and lavender. The potion is a stiffening medicine that will provide immediate results for old or impotent men.

Rank Four Difficult (2 trau.)

Make a candle from the fat of a peacock and a wolf, mix with rose petals and powdered silver. Anyone who is near such a candle as it burns will feel rising lustful urges with every minute spent near the candle. The Test of Willpower needed to resist the urge to fall prey to lust increases from Average in the first ten minutes, to Difficult after twenty minutes and Very Difficult after half an hour.

A character under the influence of this candle will begin attempting to opening and unashamedly try to seduce whoever he or she finds most attractive in the immediate company. Arguments can arise and men especially can be prone to begin fighting over a woman while under the influence of this Ritual.

Rank Five Very Difficult (3 trau.)

Brew up a potion from the ground bones of two true

lovers, gold dust and powdered moonstone, a touch of hemlock and mandrake, and a single apple with a bite taken from it.

The potion works only if two people drink of it in one another's company. The potion causes the drinkers to Test their Willpower (diff. Very Difficulty) or fall utterly in love with one-another. If just one drinker passes their Test of Willpower the magic has no effect. Likewise if drunk by three or more people the magic has no power.

If drunk by one person while alone the magic can have a less powerful affect. In this case the drinker must make a Test of Willpower (diff. Average) or fall in love with the first person he or she meets after drinking the potion. The potion works as long as the drinker would normally be capable of falling in love with the person. A lord who drinks the potion alone may or may not fall in love with an ancient, filthy and leprous old man. It may be too much against his nature. But the same lord will very likely fall in love with a young serving woman - regardless of how poor or unattractive she is.

The potion is intended to have affect on man and woman, but if drunk by a couple who are already inclined to find the same sex attractive, then the potion will have an affect, if a little reduced. The Test of Willpower to resist the love potion falls to Difficult.

Pride

Below is the ritual Path for Pride.

Rank One Average (1 trau.)

Spit at someone and utter a curse. The next day the person will awaken covered with a horrible rash of pimples and boils. This hex only works on those characters who possess the Sin Pride. It has no effect on any others.

Rank Two Average (1 trau.)

Take a mirror, polish it with cloth-of-gold and wax taken from the bees of nine hives. Set the mirror upon a wall, draw sigils and pentacles about it with red chalk and set five candles into sockets flanking the mirror. Leave the mirror thus for a week. At the close of this time the magic seeps permanently into the mirror.

Anyone who looks into the mirror will see themselves as they wish they were, more beautiful, richer and happier. But ask the mirror a question the truth is told. Anyone who looks into such a mirror must make a Test of Willpower (diff. Average) in order to look away. The image is enthralling, fascinating and wondrous. If entranced the observer is allowed another Test of Willpower every ten minutes to try and turn away.

Rank Three Difficult (2 trau.)

Gather a barrel of cobwebs and work magic and charms over it. Once enchanted the cobwebs can be woven or spun into a garment as if they were silk or wool. If you cannot weave you will have to find someone who can. But once made the garb, be it a tunic or gown, loses all real form, it is but cobweb and shadow and illusion. Everyone who looks at the garment sees what he or she thinks is

most beautiful. Anyone offered the garment for sale must make a Test of Willpower or feel compelled to pay whatever price is asked.

A month after the garment is finished it turns back to cobwebs and shadow.

Rank Four Difficult (2 trau.)

This small ritual allows you to discover the true and most hungered for desire of a particular subject. The Ritual takes approximately half an hour and involves casting bones carved with symbols that represent money, power, renown, love and many, many of desirous things. Once finished you have a good and reasonably specific idea what to offer in order to tempt the subject of the spell into bargain or foolish actions.

Rank Five Very Difficult (3 trau.)

A dark work of warlockry, but one which the unscrupulous still seek out. To work this magic you need blood from nine youths, not necessarily all the blood, a half a goblet or so is enough. Mix this blood with spices, wine and honey. Boil into a potion and set aside to rest under a full moon for a night. Once finished the potion when drunk will add youth and beauty to the drinker, physically changing the drinker, over the course of a week, into a younger more handsome or beautiful version of themselves.

Sloth

Below is the ritual Path for Sloth.

Rank One Average (1 trau.)

Mix treacle and tar together and paint this over a small wooden manikin representing the subject of the spell. As long as the manikin remains within a league's distance from the subject, the target of the spell becomes overcome with lethargy and sleepiness. The malaise will descend unnaturally quick, will defy all normal treatments and will cause even vibrant people to become sluggish and slothful.

Rank Two Average (1 trau.)

Take a piece of poorly made crockery, a poorman's tunic and a piece of old and worn out rope. Bind these in an old sack and bury them near the house of the subject who want to work this spell on. If affected by this ritual you will find that no matter how hard you concentrate or focus on trades or craft work your finished product will always suffer from flaws as if done in complete laziness.

The curse persists as long as the target remains living near the hexed bundle.

Rank Three Difficult (2 trau.)

Take a manikin made of wood representing a specific person and put it in a bed of rose petals. Pour over it honey and lay a silver coin on it. Leave the charm thus and the next time the person meets you he or she will feel an overwhelming compulsion to do you a good turn (resisted by Willpower, diff. Difficult).

The person may enquire what he or she can do to help,

or simply take a self-chosen task on without a second thought. Whatever one task you suggest, as long as it at least appears to be innocent, painting a house, scything a field, milking a cow, will be done merrily for you.

The charm works only once and the old doll, coin and honey must be burned and buried before a new doll can be made for the same person.

Rank Four Difficult (2 trau.)

Take the preserved hands of a dead servant, bind them in rope and place in a circle drawn from red chalk. Work over this a ritual chant and then pour a tincture of nightshade, mandrake and red wine in a circle around the hands.

At the completion of this ritual a pair of almost invisible spectral hands appear, bound to your bidding for one hour. The hands will work tirelessly, furiously and skilfully at any task that a servant could be expected to do. They are unlikely to have any specific talents but as they belong, as you may guess, to the ghost of the dead servant, some spectral hands do show themselves to have unusual talents.

During the hour the hands can achieve the work of five able-bodied servants. They then vanish, drawn back to the Netherworld from which they came. You can summon them again, but each time you summon the hands within a twenty-four hour period their tie to the mortal world grows stronger and there is an additional one in six chance that the hands will only appear to vanish when you are done. For instance if you summon the spectral hands four times in a day on the fourth summoning there is a three in six chance that the hands will not return to the Netherworld on command.

Instead they will remain invisible, lingering about and very likely waiting for an opportunity to exact revenge. Many a lazy warlock had awoken at night to find a cold and clammy grip tightening around his throat.

Rank Five Very Difficult (3 trau.)

Rub on your skin the fat of a swan, a raven and a bat. Write on yourself certain symbols of an old and dark nature and chant three times an arcane verse.

Once done you gain for a short time the witch's power of flight, perhaps the strangest and most unnatural of all the dark magics. You can hover in the air, glide about or whisk faster than an arrow, all with the least of effort.

The witch's flight is exhilarating and causes a slightly delirious, very unnatural giddiness and carelessness to creep into the mind. You must make a Test of Willpower (diff. Average) every five minutes to resist the urge simply to let yourself go in a wild, cavorting dance in the air.

The spell lasts for a half hour. If you move swiftly and in one direction you can cover a distance of nine leagues. At the end of this time you float to earth and will be overcome with terrible tiredness. Within ten minutes of touching the ground you will fall into a deep sleep for five hours. The sleep is unnatural and to the casual observer you will appear to be sick, possibly feverish and unconscious.

Optional Rule: The traditional ingredient in a witch's

spell of flight is baby fat, and you may wish to require this in the above spell. This is, however, quite a heavy role-playing demand to force upon a group. If you as the Storyteller are not comfortable narrating the murder of a baby by your players, or listening to your players describe killing babies use the still dark but less stomach-turning option of bird's fat instead. Likewise if players express significant out-of-character reluctance to role-play killing infants then change the rule to birds.

Wrath

Below is the ritual Path for Wrath.

Rank One Average (1 trau.)

Make a small effigy of wax representing someone who has done your wrong and then throw it into a fire. While the effigy melts the victim suffers terrible fits, spasms and unbearable pain. The pain will pass once the waxen image is completely melted and does not last physical harm, but does cause one level of Trauma.

Note that this Ritual only works against those who have wronged you. It cannot be used to hurt the innocent.

Rank Two Average (1 trau.)

This curse works only upon a thief who has stolen something from you or another. Take a tablet of lead and write upon it the object or objects stolen. Write then a curse invoking the demons and hell and fire to work retribution against the thief be he rich or poor, solemn or dissolute, beggar, farmer or king.

Melt the lead in a fire made from elderwood and chant over it nine times the objects stolen. End by appealing to the demons and devils of the Kingdom of Darkness.

At the Storyteller's discretion any one of the following will happen to the thief. He is struck blind. He contracts leprosy or a similarly horrible disease. He is sent mad, suffering three Deliriums.

Rank Three Difficult (2 trau.)

Procure the bones of a murdered man, bind them in the skin of a wolf, drip with the blood of an adder and set in a circle of flaming oil, chanting over all dark and ancient canticles of the night. This ritual allows you to summon up the Shade of the murdered soul and put to it the task of revenge. The Shade takes not the form of a human but instead a great and shadowy wolf. It is only able to travel by night, is (unlike most Shades) always visible, and will hunt down its murderer without relief unless stopped by supernatural means.

The Shade will awaken with: Obsession (Wrath) of Rank Six, Pneuma of Rank Six and Torment of Rank One.

Rank Four Difficult (2 trau.)

Make a cup from the skull of a dead knight. Whenever someone drinks from the cup their Affray Skill temporarily increases by one rank to a limit of Rank Seven. The affect of this magic lasts an hour. Only one increase in skill can be gained in this way. Drinking from numerous skulls adds no additional bonuses.

Rank Five Very Difficult (3 trau.)

Take a lump of iron, write upon it certain arcane and demonic symbols and then rub the iron over your skin. It takes about five minutes to completely run the iron over your skin and you must be mostly or completely naked to complete the task. When finished your muscles and skin become iron hard and strong. For the next five hours you gain two ranks of Fortitude to a limit of Rank Seven and gain the advantages of wearing a full suit of Rank Three armour even if dressed in light linen.

Necromancy



Part Three

The voice that hung on the air was undoubtably that of Lord Lorethus, though he had been dead three weeks now. I thought at first to look for a trickery of voice, a concealed assistant to the soothsayer who sat in the shadows. But there was none that I could find. When I put personal questions to the voice I had answers that only Lorethus could have known. I have no explanation aside from that which is frightening and obvious.

Necromancy is the art of working charms and sorceries vaguely and dimly related to those which are used to summon spirits from the worlds beyond. Instead Necromancy works to conjure the souls of the dead from the Netherworld.

Although Necromancy has a black name its practitioners by-and-large work their magic in order to gain lost or secret knowledge from the dead, prophecies and the such. The binding of a Shade to the physical world permanently is a difficult task. Also note that Necromancers have no powers over the half-living, half-dead incarnate of the dark, vampyr and the like. Their spells extend exclusively to the incorporeal and disembodied soul.

Note also that Necromantic rituals can only draw Shades from the Netherworld. If the subject of a ritual is already haunting the mortal world the necromancy has no affect on the spectre.

Rank One

Death's Tongue: To work this ritual you need either the head or skull of the deceased who you wish to summon back from the Netherworld. The spell works best on heads that are still fleshy, either because they are recently dead or mummified.

Make a potion out of red wine, hemlock and hensbane and setting the head into a circle of chalk, pour the wine into its mouth. Now chant over the head certain arcane verses and summonings. If the necromantic rite works the Shade who once inhabited the head you possess will be summoned back to reside therein. The eyes of the head will light up with a palid glow if this happens.

The Shade will remain bound for a few minutes and then will remain only if it wishes to. After half an hour the Shade will be forced to return to the Netherworld by the draw from that place.

While present the Shade may or may not answer questions or speak with you. It may in fact be upset at

having been drawn out of the land of the dead. If it speaks the voice will appear to come from the head but the head itself does not move.

If you use a fleshed head the Difficulty for this ritual is Average. If you use a bare skull the Difficulty becomes Difficult.

Rank Two

Summons: Draw a pentacle upon the ground in chalk, set candles of black wax burning, and draw also three protective circles filled with shielding sigils and runes. At the heart of the circle write the birth name of the Shade you wish to summon. The Difficulty for this ritual is Average.

If summoned the Shade is forced to remain visible, appearing in its full and ghostly form. You can attempt to command the Shade to answer questions by Testing your Willpower (diff. Average) or negotiate with it in a more friendly manner. The Shade will remain bound within the circle as long as the candles remain burning. If just one of the candles is put out the spectre remains in the mortal world but is no longer bound within the circle. Whether it chooses to return to the Netherworld or exact revenge first is its own choice. You can dismiss the Shade at any point while the candles remain burning.

Rank Three

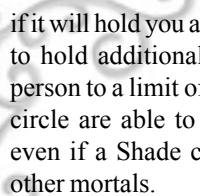
Prophecy: Draw a circle in red and gold chalk, set candles of white about it and work many scrawling protective charms about the circle. At the heart of the circle draw a book with an all-seeing eye upon it. Once the appropriate chants are said this ritual summons a Shade from the Netherworld who in life was a soothsayer, fortune-teller or augur. A man or woman who's vision stretched into the future.

The rules for engaging the Shade are the same as those for Rank Three. The randomly summoned prophetic Shade, however, has a two in six chance of knowing the true answer to any question you put to it about either the future or events which you have no knowledge of; the size of an approaching army, the sex of the queen's unborn child, the true state of health of a seldom seem earl and the like.

Rank Four

Protection: You learn how to draw a circle, be it in sand, or chalk on pavement or etched in mud, that no Shade can cross. It takes about a minute to draw this protective circle





if it will hold you alone. If you want to make it large enough to hold additional people add an extra minute for each person to a limit of ten. Those who are standing within the circle are able to see all Shades as ghostly apparitions, even if a Shade chooses to vanish from the sight of all other mortals.

Note that living people and creatures can cross the barrier without harm, and Shades may wander around the outside of the circle until they give up and wander away. If drawn around a Shade the circle will prevent the Shade from crossing outside but does not hold the Shade in place - it can return to the Netherworld when it pleases.

Rank Five

Eternal Circle: As with Rank Three except that instead of candles, brass and iron symbolic braziers written with arcane symbols and set with rubies are placed about the circle. This circle will bind the Shade for as long as all the brass 'candles' remain in place, and is effectively a prison in which a Shade may be held forever.

If the creator of the circle dies the Shade is still bound until either the circle is broken one of the brass stands are removed or knocked over.