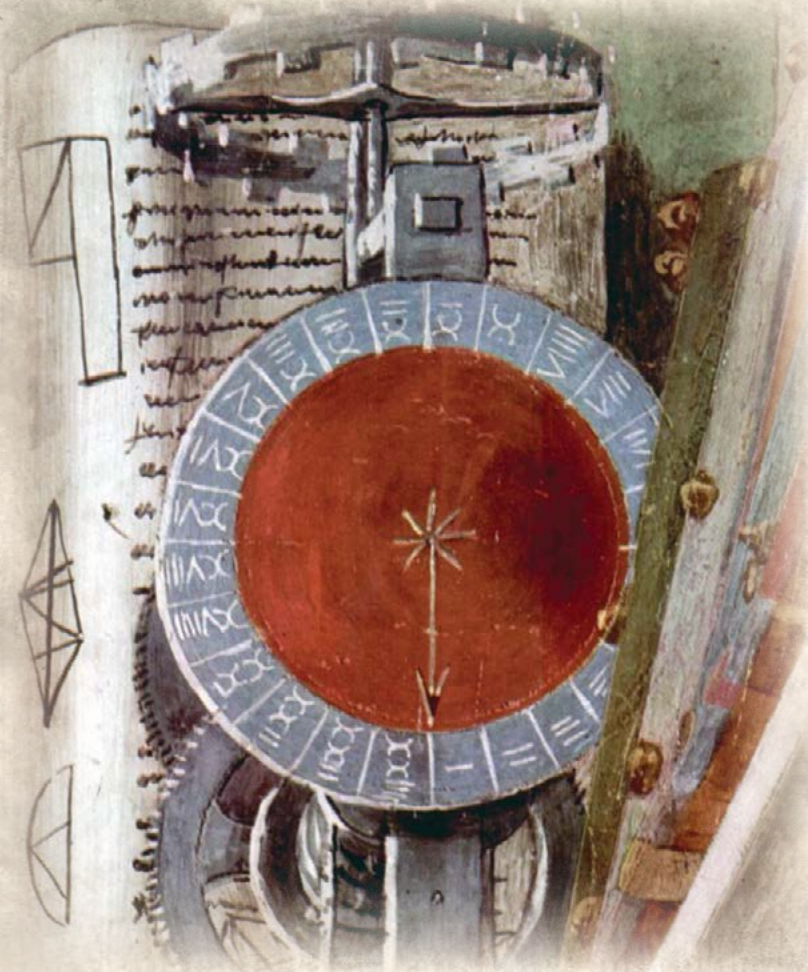


Leaves of Chiaroscuro

Exploration & Intrigue in a Strange & Wondrous Renaissance



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FATE

Megan Bennett-Burks & Jason Lada

Leaves of Chiaroscuro

*Beyond a doubt truth bears the same relation
to falsehood as light to darkness.*

- Leonardo da Vinci

Exploration and Intrigue in a world at once familiar and strange

Welcome to the alternate reality world of Asiyah. Here, even the most fantastic promises of the Renaissance have blossomed into realities.

Dragons soar alongside Da Vinci's flying machines, while wizards weave illusions as intricate as any of Machiavelli's machinations. Yet, under all this wonder rot grows and spreads; noble houses and factions feud, reactionaries threaten to destroy all that has been built in this grand age.

Part 1

Core Rules & Setting

By Megan Bennett-Burks with the Witchguard & Strafalcioni by Jason Lada

Part 2

The Red City

By Megan Bennett-Burks and Jason Lada

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Somehow she always knew...

Giacomo Di Mercurio stared out at the crowd that had gathered around the town square. Most of them were dirty little creatures, rather like the many pigeons that also made the square their home. Members of the nobility stood like hawks amongst all those ragged little pigeons. The nobles made the bile in his stomach rise, especially the members of his own family. Was his eldest son to blame for him being here now? Or maybe his wife?

Di Mercurio found his gaze fixed on a woman amongst the crowd; a woman with the most brilliant red hair, like fire. She was Maria, an apeiron, and his mistress. She held his gaze like a cobra held the gaze of a rat before striking; in that gaze, it was as if the rest of the world ceased to exist.

Maria always knew exactly what he wanted, without him ever even having to say anything. Her perfume, the way she did her hair, everything she wore, were all just perfect.

A fleeting thought...

"I was thinking about my deal with the Pazzi's last time I was with her."

Suddenly, a sharp pain darted through his neck. As the world went dark his last thought was "she always knew exactly what I was thinking."

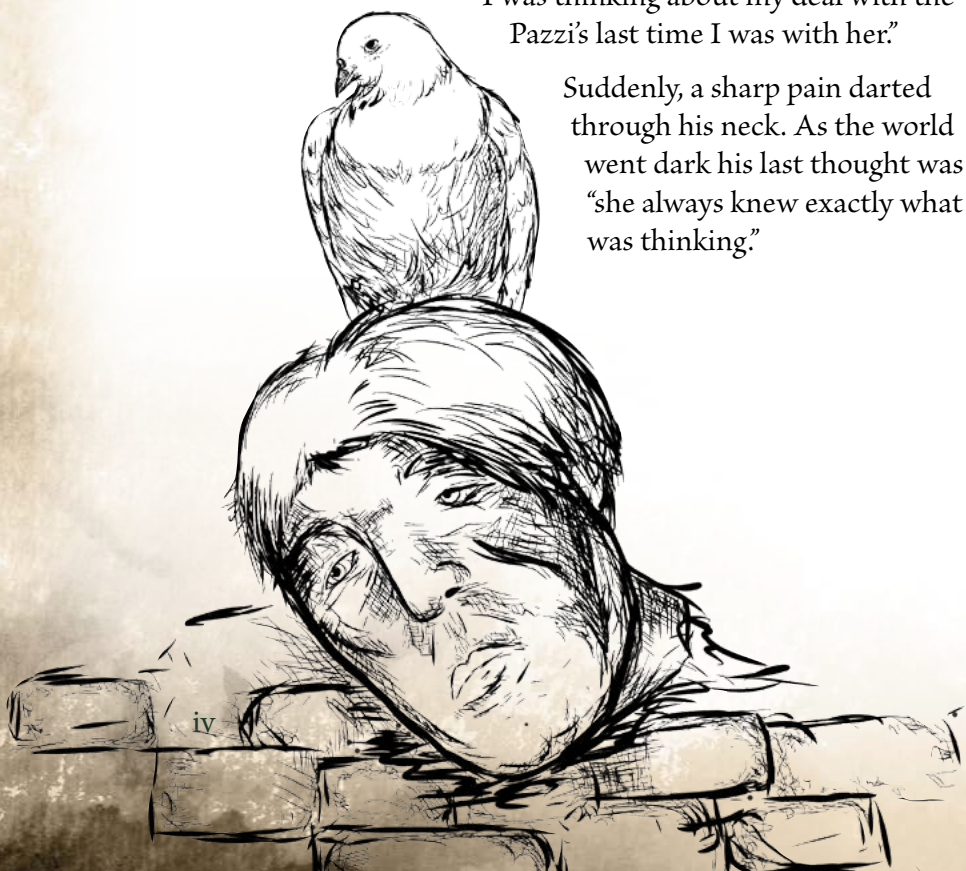


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Part 1: Core Rules & Setting



Introduction

Playing the Game

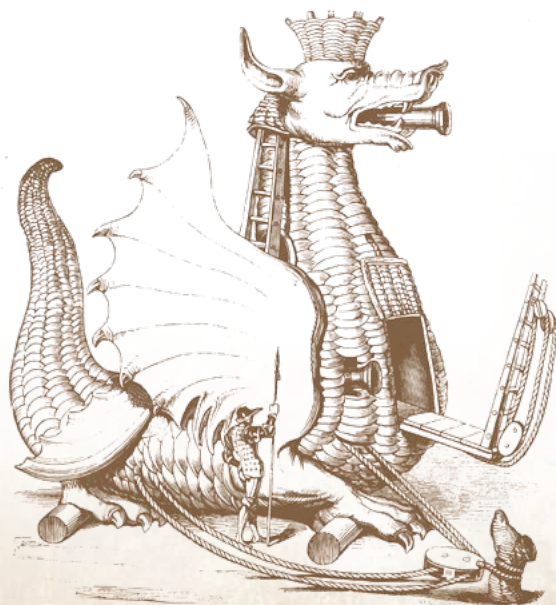
Leaves of Chiaroscuro is a setting created for usage with the Fate Core roleplaying game which can be found online for free at fate-srd.com, or purchased in book format.

This book also assumes familiarity with roleplaying games. The Fate Core rulebook provides a wonderful introduction to roleplaying games for new players and new game masters as well.

You will, of course, need participants; most groups will find 3 to 5 people is ideal. With the exception of one, people will fill the role of player, the final participant will be the game master.

Participants will also need Fudge dice, or alternatively four D6 dice, in which case the results count as the following:

1-2 =  3-4 =  5-6 = 



The Heart of the Renaissance

Exploration has been at the heart of roleplaying games since the first adventuring party stepped foot into the first dungeon to seek out the treasure and peril that lie within. The Renaissance too was about exploration; it was about recovering the greatness of antiquity and discovering new wonders.

As players and GMs alike we return to this concept of exploration time and again. We can be a part of the retelling of a myth like the Odyssey or part of a voyage like the ones that Marco Polo undertook. Or, perhaps we just want to find out what new exciting thing might be hiding behind the next corner. Thus, the Renaissance is a natural setting in which to base a roleplaying game.

But the Renaissance was about other things too. During the Renaissance nobles and factions grappled for power. Those who feared the changes taking place backlashed out of a desire to return society to the way it was before. All this creates fertile ground for drama!

The Red City

In Part Two: The Red City (pg. 256), the city of Bologna is expanded upon into a detailed setting full of adventure. You can take up the mantle of explorer, faction-member or condottiere (mercenary) and explore the strange and wondrous environs found within Bologna, you can get caught up in the drama of faction conflicts, and be the hero who saves the imperiled city!

Chiaroscuro

Everywhere that light falls shadow is cast; the interplay of opposites creates contrast; that is chiaroscuro. Chiaroscuro can trace its origin back to the Renaissance as a form of art which makes use of the strong contrasts between light and dark.

The world of Asiyah is one of strong contrasts; a place where one can see the familiar juxtaposed against the strange, and because of this, the strange becomes more powerful. It is also one where for every wonder, for every step mankind makes towards progress and a better tomorrow, there is a literal monster stalking innocent human prey, an assassin striking from the shadows, and a noble scheming against his fellows. Yet, even in places of most brilliant light or rotten darkness, there are twilight places in between, places where there are uncertainties and mysteries.



Exploration, faction politics & intrigue along with this concept of chiaroscuro form the real pillars of the setting and gameplay within it.

Chapter 1: The World of Asiyah



Lexicon

Aethereal Realm

A realm which exists between the state of spirit and matter. It is a place where flesh and blood beings may physically enter, which is not the case with true spiritual/dream realms. It is inhabited by many aethereal entities.

Aethereal Entity

A being comprised of aether rather than true matter. The avatars of spirits and echoes are both types of aethereal entities.

Apeiron

A species of celati. The apeiron are near-humans with elemental traits and a limited psychic link with others of their kind.

Asiyah

The alternate reality world in which this setting takes place. It is in many ways like our own world, with many places and historical figures and events in common. Yet, it has been forever changed by the presence of monsters, magic, and other strange things.

Black Death

A supernatural plague that ravaged the known world; those who died often rose as hungry walking corpses. This was the single major supernatural event that the known world had seen in several hundred years, and was followed by L'alluvione di Magia. After L'alluvione di Magia the Black Death was reduced to a mundane (though still terrible) disease.

Cambion

A species of celati, their cursed bloodlines were born of the intermingling of human and Qliphoth demon. A fiendish glamour aids these celati in keeping their true natures hidden.

Celati

Celati are intelligent beings which can trace the origins of their kind to humans but have one way or another become something not (at least entirely) human. This includes the apeiron, lacerta, nephilim, cambion and therion.

Condottieri

Mercenary captains, though the term sometimes is more broadly used to refer to members of mercenary companies in general (with the captains being called *capitani di ventura*, that is, venture captains). Mercenary companies are frequently contracted by Italian city-states, which often have little military of their own. Mercenary captains may be looked down upon as common folk rather than nobility in other places. However in Italian city-states condottieri often gain a lot of prestige. A number of city-state rulers have been condottieri themselves.

Dimension or Realm

The world of Leaves of Chiaroscuro is a multiverse made up of an infinite number of universes, each of these a reality referred to as a realm or dimension.

Enchanted Place

A place where reality is worn thin in such a way that forms a connection to somewhere else. This could be a different place or time in the same realm, or a separate realm entirely.

Great Wyrn

An incredibly powerful flesh and blood dragon that has become an avatar of a dragon god.

Lacerta

A species of celati. They are born human but forever changed by the strange dreams of the dragon-gods, becoming shapeshifting members of dragonkind.

L'alluvione di Magia

Means “The Flood of Magic”. This event took place in 1353 and marked the end of the Black Death’s supernatural power. Magical energies poured forth through the world, and mages and celati, which had become incredibly rare, began to make their return. The cause of the L’alluvione di Magia is unconfirmed, but it is likely that L’alluvione di Magia and the Black Death are strongly connected, if not in some sense parts of the same event.

The Longing

Nephilim do not suffer old age, but become world-weary, until finally they are overcome by a phenomenon known as The Longing, which results in them vanishing mysteriously, never to return.

Mage

A term which refers to anyone who practices some form of genuine magic, excluding those beings which are merely using the innate magical abilities of their species.

Mage Oath

Every practitioner of thaumaturgy has a magical oath, which is a behavior that they must either engage in or avoid, strictly. For example, one mage might have the oath “I must throw salt over my shoulder whenever I pass through a doorway.”

Nephilim

A species of celati, born of the union of human and angelic Grigori (pg. 149). They are unusually tall, even giant by human standards. Nephilim are capable of manifesting an alternate form referred to as their “angelic visage”.

Thaumaturgy

An improvisational form of magic practiced by true mages, also known as wizards. It is also called path magic because each spell is based on at least one of the 13 paths of magic (sometimes referred to as schools of magic).

Therion

A species of celati. The therion are chimerical beings which intermingle the features of humans and various beasts.

Tohu

The primordial chaos from which creation arose.

Veil

A sort of membrane or “atmosphere” which surrounds a world in order to separate one realm from another.

Warlock

A dangerous mage who has broken their oath too many times, or lost control of their magic in some other way.



Timeline

The Age of Legends & its Death - ?

During the Age of Legends, the world was a very different place, it was the world now only remembered in mankind's ancient tales of gods and monsters, of heroes and magic.

Once this age ended, magic and strange creatures never completely left the world, but such things became scarce. The ancient Atlantean empire of the nephilim fell, the dragons slumbered yet ceased to bless mortals with their dreams in the numbers they once did. The therion found they could no longer draw from mankind to increase their numbers; either through breeding or initiation, and their once long lives dwindled in years.

The Birth of the First Apeiron - 6th century BC.

Sometime during the 6th century BC the alchemist/philosopher Anaximander creates a new species of celati; the near-human apeiron.

The Hundred Years War - 1337

The Hundred Years War begins. Thanks to events which follow the awakening of the Great Wyrn in 1431, the war will become more commonly known as the War of the Wyrn.



The Black Death - 1348 - 1353

In 1348 the scourge known as the Black Death reached the shores of Italy, and from there it spread, nearly bringing the known world to its knees.

Those who died from the black death rose as hungry dead to consume the living, unless granted proper burial. Many people believed the world was at its end. Certainly, this was a supernatural event of a scale which had not occurred since before the end of the Age of Legends.

1353 - L'alluvione di Magia

Occult forces took action to rob the black death of its supernatural power, reducing it to a mere mundane (though still terrible) disease. The event which took place is referred to as L'alluvione di Magia. Though the exact nature of what transpired to cause this event remains a mystery, it changed the world dramatically. Magical energies spread across the world, the veil between this reality and others was worn thin.

The celati saw their numbers suddenly grow. Even the therion, whose kinship with mankind had grown increasingly distant since the end of the Age of Legends, found that for a short time they could initiate humans into their fold once again.

To some, however, this looked like simply another doom upon the world, as monsters spilled forth from beyond and landscapes grew strange as alien worlds impinged upon Asiyah. Some humans changed, becoming dragons or other inhuman beings.



1431 - The Awakening of the Great Wyrm

Joan of Arc was executed, and the Great Wyrm Ejderha in his destructive cycle incarnation awakened.

The Great Wyrm's influence had reached dreamers well before its awakening, making fanatical worshippers of many. The Great Wyrm quickly became sultan of the Byzantine Empire.

1441 - Fear of the Wyrm has reached fever pitch

The conflict between England and France takes a backseat to the issue of the Great Wyrm and other supernatural threats.

The situation leaves the English with Normandy and the Pale of Calais in their grasp.

During the war between France and England, a large number of people had left to serve in the war, driven not only by loyalty to the crown but by fear of the growing power of the supernatural on the Isles; a trend, which if continued, could eventually lead to celati outnumbering humans.





1450 - The Council of Magi Unites the British Isles under Their Rule. Royal Britain is Formed on the Mainland

With the early end of the French and English conflict, the English crown fell back to its remaining holdings in continental Europe, setting up their court in Normandy, rather than returning to the Isles. Thus the nation of Royal Britain is formed.

The Council of Mages which has quickly gained great power and influence unites the Isles and creates the nation of Albion.

The Crown has chosen, at least for now, not to confront those who have managed to seize influence and bring the Isles under their control.

1453 - End of the War of the Wyrn

The War of the Wyrn ends with the Ottoman conquest of Constantinople, which was the main seat of power for the Dragon Cult, and the throne of the Great Wyrn.

1492 - Christopher Columbus Sets Sail.

This same year Columbus landed in what will later become Haiti and established the colony of La Navidad.

Rodrigo Borgia became Pope, taking the name Alexander VI.

1494 - Savonarola Uprising

The Dominican Friar Girolamo Savonarola leads an uprising in Florence. The Medici ruling family flees for a time.

1498 - Spanish Inquisitor Torquemada is Pronounced Dead.

The death of the feared man was suspicious, with no corpse ever being recovered. Because of this stories of the Inquisitor still being alive have spread.

The infamous Savonarola had been excommunicated but managed to escape execution. He claimed to have discovered a ritual that could purify celati of the spiritual corruption which he believed had robbed them of their humanity.

1503 - The Battle of Garigliano

The Spanish invaded Naples, and expelled the French forces from the city, thus bringing it under the control of the Crown of Aragon.

1504 - Christopher Columbus and His Fleet Vanish on Their Way Back to Spain from Their Fourth Voyage.

Near the end of 1504 three members of Columbus' crew were found at the base of the Alps near Belluno; no one knows how they got there. However, only one of the three men was still alive, the other two were corpses that appeared far too decayed for the amount of time that had passed since they vanished. The survivor babbled like a madman about "a tower so tall it vanishes into the clouds," angels and cities that fly.

1505 - The Year That the Events in Part II: The Red City, Take Place.



An Overview of the World

Mankind's Place in the World

Asiyah is a world where it is widely known that man is not alone in the universe. In some cities like Bologna, it is typical to see other intelligent beings on a daily basis.

While the question of whether there is other intelligent life in the universe is not something that the people of Asiyah have had to deal with, they instead wonder what, in such a world, makes humanity special, different, and of what importance are different intelligent beings in the grand scheme of things. That humanity is somehow a greater figure than the celati in the grand scheme of things, or God's chosen children, is a belief that some people have come to hold.

Of Monstrous Disage

Many a celati has had the experience of terrified humans fleeing from them, or of being attacked by mobs.

In some places, the celati are commonplace and accepted enough that they can usually safely go about without much worry. In other places, there are strict rules which keep celati and humans largely segregated, and some places, celati are so rarely seen that they are known only via stories of strange creatures.

Of course, not all reactions from humans in places where celati are scarce are negative; while one village may respond by shooting at the lacerta flying overhead, or the minotaur-like therion walking by, another may respond by bringing them offerings and attempting to gain the favor of the magical creature in their midst.

Italy



A Land Divided

The great Roman Empire has long since fallen, the glory of the Age of Legends was swept away long ago, even the Dark Ages which consumed the world have faded. In the wake of the Dark Ages Italy has been left a divided collection of city-states, an unstable region that engages frequently in conflict with its neighbors, and has been subject to numerous invasions, leaving places such as Naples ruled by one foreign power after another.

Yet, Italy, for all its divisions, knows greatness. Italy boasts many great artists, inventors, scientists, and philosophers. Rome remains the heart and soul of the Church even in its fallen state, while Venice has indisputably become a powerful maritime power in its own right.

Demographics by Species

Humans make up somewhere around 85% of the population within the Italian peninsula. Amongst the celati, apeiron and therion have the highest overall populations, while lacerta are among the rarest, with their numbers being somewhere under 1% of the population.

Bologna is noteworthy as having a somewhat higher than average celati population of about 23%. Rome, on the other hand, has a low celati population with humans making up approximately 93% of the population.

Mage Demographics

Mages overall make up about .2% of the population (that's about 1 person out of 500). Most mages are only capable of the simplest magic. Mages capable of the most advanced magic are rare; in most places, don't expect to find any.

Magic and the Law

The legal issues which mages deal with vary throughout Italy; in some locations a mage may practice magic relatively freely, in other places, that same mage is likely to find herself hunted down as a witch.

There are all manner of laws which regulate what precisely may be done with magic, but by and large, if magic is legal in a given city, most of those laws are just extensions of other ones dealing with more mundane affairs. Some things are banned virtually in every Italian city. Commonplace laws include bans on trafficking with the undead, or with demons, and often with other sorts of spirits as well. Many locations ban the permanent creation of valuable substances. The sale of temporary creations without disclosing that they are temporary is usually legally tantamount to theft.

As a general rule the higher a person's station in society the more they can get away with, and this holds true for mages.

Social Class

Great changes have happened within the Italian cities. A new elite has arisen; the merchant elite, which includes the Medici House of Florence and other such families. Older noble houses exist within Italy, and more than one old-blood noble has come to view the rising merchant class with disdain.

The old forms of governance increasingly give way to Republics. Trade guilds and factions increasingly vie for their own measure of influence.

Yet, for all the changes taking place, social mobility is still low and the gap between rich and poor is vast. As in prior eras, nobles wield great influence and have privileges far beyond those lower in the social strata.

Aside from the myriad horrors and wonders resulting from *L'aluvione di Magia*, life for those toiling as peasants in the countryside looks much the same today as it did during the Dark Ages.

The Role of Women



The bulk of the Italian populace has few rights, and typically women have even fewer than males within their same social class. While women of the peasant class and merchant class may work alongside their husbands, they are often legally restricted from most professions outside family-run ones. There are, however, locations where this is not the case, and some women do manage to defy the restrictions their gender generally faces, becoming

warriors, explorers, artists, etc...

The Church has acknowledged that women can be miracle workers, and has brought many into their fold, creating convents specifically for female mages.

Magical orders outside the Church have their own customs, with some being exclusively open to men or women, and others including both.

Italian Cities

Bologna

Also known as *La Rossa*, meaning “The Red.”

Since 1462, under the leadership of noble Giovanni II Bentivoglio, Bologna has flourished. The city is full of wonderful art and architecture which rivals that of other grand Italian cities such as Venice and Florence.

Bologna is the progressive city of Italy; a place where women can enter almost any profession and attend the University. The inhuman celati walk side by side with the human populace, and dragonkind flies fearlessly overhead.

Bologna’s University includes the only publicly operating school of thaumaturgic magic in Italy. Much to the great chagrin of Rome, the school will teach anyone who shows sufficient promise.

Among this bastion of progress factions feud; the Blood of Adam, the Sisterhood of the Phoenix, and the secretive Witchguard all have their own interests which often place them in conflict with one another.

General City Layout

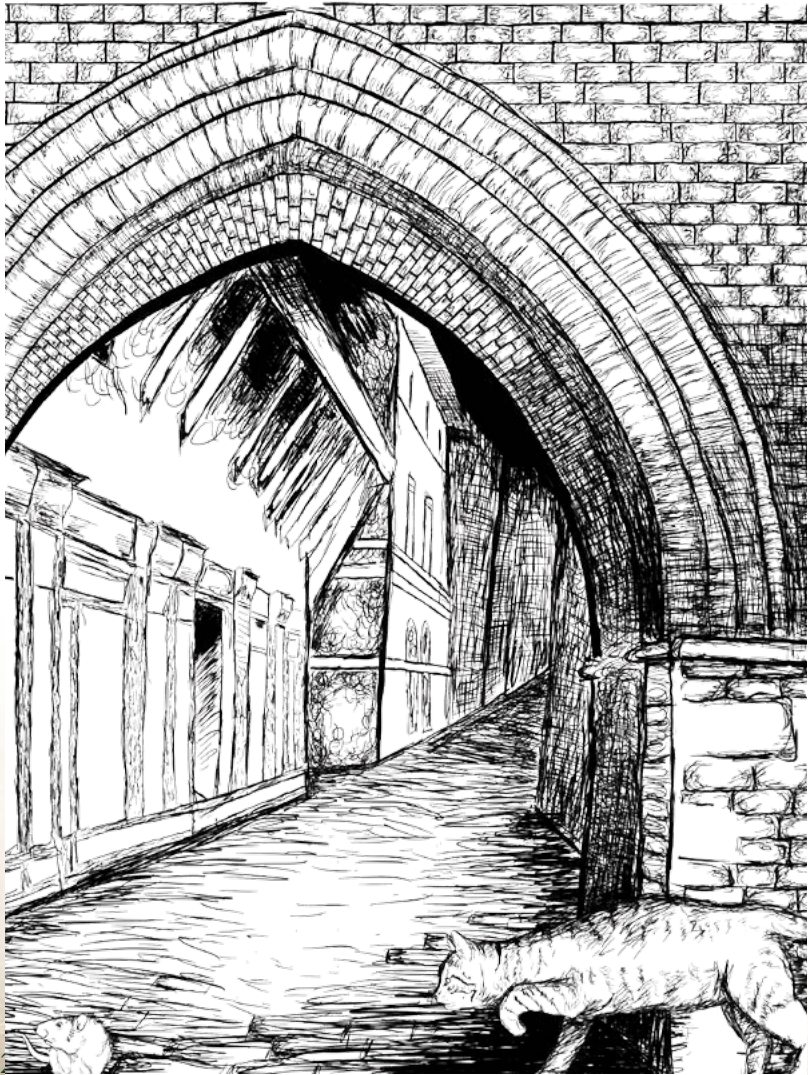
A wall with 12 city gates and a viali (circular road) surround Bologna. Many farmsteads, plains, and some forested areas can be found in the Bolognese countryside. South lies the residential area and in the Northeast of the city is The University District. Central Bologna is based around the Piazza Maggiore.

Architecture

Bologna has a few nicknames, including the City of Towers; indeed, the city has more towers than any other Italian city.

Bologna earned the nickname *La Rossa* (the Red One) because of the reddish hues of many buildings.

La Rossa is a city of cobblestone roads, and lovely column-supported covered porches and walkways.



Thanks to Bologna's acceptance of magic, here and there are buildings which have features not possible through purely mundane means. In a few places, bizarre and even dangerous examples of magical architecture exist.

Trade & Industry

Bologna boasts a large textile industry and is a huge market for trade in cloth, rope, foodstuffs and miscellaneous cotton products. Bologna has benefited from a longstanding trade deal with Florence.



Though Venice is the top dog in the print industry, Bologna also is a big player and has multiple printing presses operating within the city.

The Region

Bologna lies within Northern Italy's Emilia-Romagna region. Plains cover much of the region, while forested areas and hills lie to the South.

The major geographical feature in this area is the Po Valley. This great plain stretches from the Western Alps down to the Adriatic Sea.

The city sits near the foot of the Apennine Mountains at the edge of the great Po Valley between the Reno and Savena rivers. Bologna is humid year round, with hot summers, and cold snowy winters.

Religion in Bologna

Like the rest of Italy, Bologna is mainly Catholic.

The Jewish people have integrated well into life in Bologna, and the University includes a chair of Hebrew (for cultural studies).

The Dragon Cult is one of few religions banned within the city, but at least when compared with other major Italian cities, Bologna has been relatively lenient as far as enforcing laws against dragon worship.

The worship of the Olympian pantheon remains popular among the thetiron of Bologna, but few outside the thetiron follow the ancient religion.

Liber Paradisus

The "Heaven Book" became law on August 25th of 1256. Liber Paradisus made Bologna the first major city in the known world to abolish slavery. The Heaven Book granted thousands of serfs the rights of freemen. After L'alluvione di Magia Bologna's authorities confirmed that the Heaven Book applies to mages and celati as well as mundane humans.



Florence

The City of Invention has a tumultuous history with many religious and political uprisings, both large and small. It is a place ruled by those with the greatest economic influence: the Medici banking family.

In 1478, the rival Pazzi family enacted a conspiracy to take the Medici family out of power. The conspiracy failed, but the Medici family was not without their losses; an assassin slew Lorenzo's younger brother Giuliano.

In 1494 Girolamo Savonarola, Dominican friar and mage, led an uprising to bring about his vision of purity in Florence. The Medici were forced out of power, and the following religious fervor transformed Florence. Objects deemed sinful (many works of art and books among them) were burned in great bonfires: such were Savonarola's Bonfires of the Vanities. The situation was not to last: the Church excommunicated Savonarola and labeled him a heretic-mage. In 1498 Savonarola escaped from Florence, and from the call for his execution. After this, the Medici were restored to power and Lorenzo made his return.

City Layout

The Duomo Cathedral stands in the northern section of the city. During the 1200s work on the cathedral began, and in the 1400s the great architect Brunelleschi completed its great dome.

To the south is the Palazzo Vecchio (meaning Old Palace), which has been used for various government functions and as a residence for the ruling family.

To the north of the Arno river lies the city's artisan neighborhood.

The Region

Florence is located in the Tuscany region of Italy. Tuscany is mostly hilly, with very few plains, and has mountains both within and around it. An important river, the Arno, flows through this region and crosses Florence.

The hills immediately around Florence feature olive groves, wineries, orchards and flocks of sheep.

Architecture

Florence's architecture features ancient Greek and Roman influences, with Corinthian columns and Romanesque arches. The city is home to some very innovative architects, including Filippo Brunelleschi who designed the massive dome for the Basilica di Santa Maria del Fiore. Geometric patterns, too, are popular in Florentine architecture.

Religion in Florence

Though Catholics themselves, the Medici family has close ties to the Jews of Florence, frequently lending them protection from fanatics. The Medici also protect the nephilim who follow the Mal'ak religion (pg. 59).

Celati in Florence

Nephilim and apeiron are both well known amongst the population of Florence and live freely alongside the human populace. The Medici family have been supportive of the celati and have tried to avoid bloodshed between human and nonhuman. The Medici family has also been the patron of talented celati such as the air apeiron Leonardo da Vinci.

Lacerta and cambion are both very uncommon within the city and are likely to be met with some mix of fear and curiosity should their true natures be revealed. Small groups of therion dwell in the countryside around Florence.

As some groups of therion have taken to attacking travellers outside the city, their reputation as fearsome creatures has been growing.

Mages in Florence

Unlike Bologna, Florence has no public university of magic, however, the value of magic and the power it can grant is certainly acknowledged within the city.



Nobles who are not mages often seek to align themselves with mages whom would serve their interests. Lorenzo himself even has some magical capability.

Magic in Florence is regulated, with the law requiring practitioners of the magical arts to be licensed. Visitors to Florence would do well to not practice magic publicly without getting proper licensing first.

Florence, City of Invention

Magically powered clockwork devices, flying machines kept aloft by air magic; inventions such as these are the fruits of a movement in Florence to combine the wonders of magic and technology.

There are mages and non-mages alike who see combining magic and science in such a way as a dangerous abomination. Thus, while Florence is quickly out-pacing the rest of the world with its great innovations, this movement does have detractors.

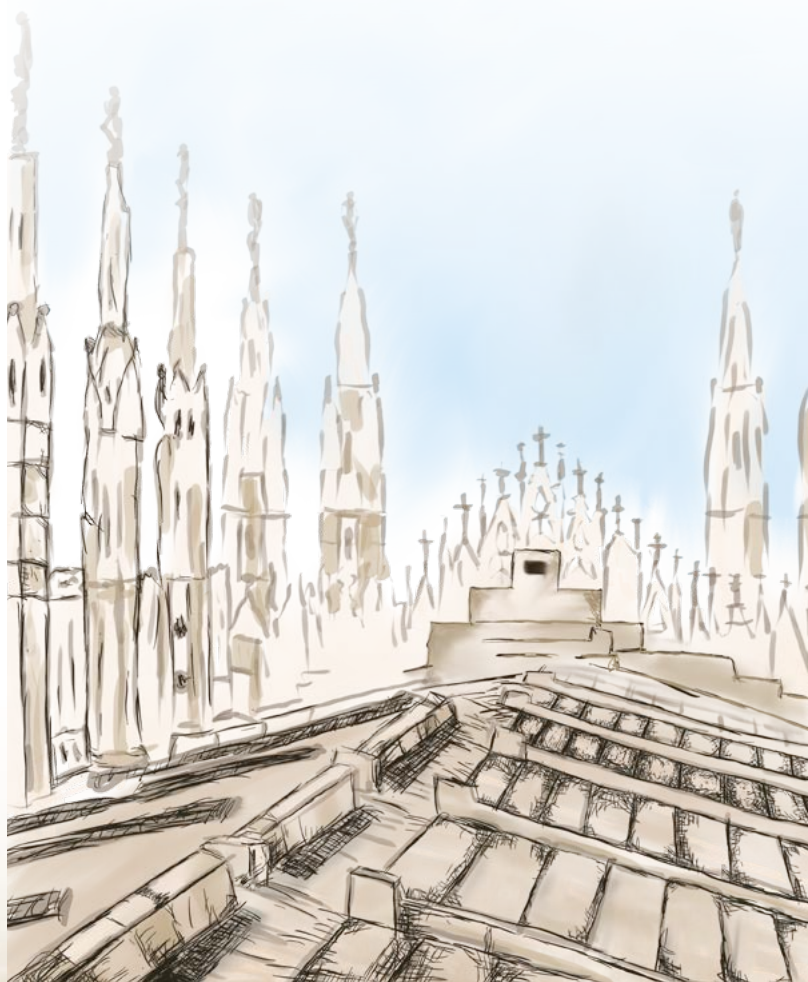
Trade

Florence is notable for its banking industry and the huge influence that banking families like the Medici hold. The Florentine nobility are great patrons of art and music as well as literature and science; which has allowed such things to flourish.

Milan

Milan is a large, wealthy city in Northern Italy. The Sforza family has long held power in the city. While in 1499 troops serving Louis XII of France sought to take Milan, the Sforza triumphed in preserving their hold.

Preternatural blood flows through the Sforza family's veins, and there are rumors of dragons or demons lurking in their lineage.



Numerous intermarriages between the Sforzas and other influential families have taken place, assuring the spread of the family's influence throughout Italy. One such marriage was that of Ginevra Sforza to Giovanni II Bentivoglio, the Tyrant of Bologna. The present ruler of Milan is Ludovico Sforza.

Architecture

Gorgeous Gothic buildings with their flying buttresses, great ribbed vaults, and ornately decorated pointed archways dominate the landscape of Milan. The Milan Cathedral, which stands in the central square, is nothing short of a Gothic masterpiece, and its great spires tower above all other buildings within the city.

Region

Milan is the largest city in the Lombardy region of northwest Italy. The region shares its northern border with Switzerland.

The region is diverse with mountains, vast plains, and rolling hills. It is a prime place for agriculture as well, and for growing rice downright ideal.

Trade

Milan is known for being a great center of trade in luxury goods and fashion. Milan's fine jewelry and apparel are greatly prized throughout Italy and beyond. Already, as far away as Albion, the term *milaner* has come to refer to fine wares as well as one who makes them.

Celati in Milan

Milan is home to a sizable celati population, with every sort represented within the city. Celati are strongly encouraged to intermingle with the human population, and to embrace the larger culture of Milan.

Milanese law strictly forbids traditional celati religions such as the Dragon Cult and Mal'ak. The Old Faith, which is popular amongst therion has been pushed underground as well. The therion have been resistant to integration, preferring instead to be among their own kind. Many Milanese view therion with sharp suspicion and talk of expelling them is mounting.

Mages in Milan

Using magic to enhance fashion and for the sake of showmanship is quite popular among Milanese mages. Phantasm magic and Beast magic (with its flesh-sculpting abilities) are the most popular paths in Milan.

Religion in Milan

Milan's relations with the papacy are tense, and previous attempts at alliance have ended in failure. Like many other northern Italian cities, in the eyes of the Papacy, Milan has allowed itself to fall prey to vice.

Still, Milan is almost entirely Catholic, indeed, the city has oftentimes proven quite adversarial towards practitioners of other faiths.

The Milanese do have some of their own unique religious traditions (including their own rite, the Ambrosian Rite) which make them distinct from Rome in some ways.

Naples

Naples is, if nothing else, a bustling and populous city; with around 300,000 residents it easily beats even Venice. Those who walk through the city of Naples will find themselves surrounded by the overwhelming energy of this great mass of humanity, and see the tension of a people who have gone from one foreign ruler to another throughout history.

The Spanish Crown of Aragon has ruled Naples since the Battle of Garigliano in 1503, and prior to that, the French ruled.

The Region

Naples is a large port city on the western side of southern Italy, in the fittingly named Gulf of Naples. Naples is bordered further to the east by Mt. Vesuvius. The rich soils of the region make the area especially fertile and excellent for farming, thanks to which Naples has been able to support very large populations.



Naples and Pompeii

The fates of Naples and her neighbor Pompeii are inextricably bound. The enchanted volcano Vesuvius threatens the existence of both, and only Pompeii's Listeners of Vesuvius can keep the volcano asleep. Naples and Pompeii are bitter enemies in a cold war; one only kept from erupting into something worse due to the threat of mutually assured destruction.

Architecture

Naples has been ruled by different powers from many different lands, and its architecture shows the newer French and Spanish influences along with the older Greek and Roman ones. The present day city of Naples has been built on top of ancient buried cities (see pg. 33).



Celati in Naples

Celati are regarded as subhuman, even monstrous by the greater populace, and their legal standing in Naples reflects that view. Celati that can appear human take great pains to make sure their nature remains hidden. When Pompeii broke away many celati left, seeking greener pastures.

Mages in Naples

Mages in Naples are required to swear absolute loyalty to the authorities and join the ranks of the Church.

Despite the best efforts of the city's authorities to keep mages under control, Naples has a much more serious problem with heretic mages than Rome does. Many mages have taken to living in the Naples Underground, and out of desperation far too many have turned warlock, something which is exceedingly rare amongst mages that serve the Church elsewhere.

Religion in Naples

With hundreds of Catholic churches spread throughout the city, there is no doubting the city's religiosity.

Though outlawed under penalty of death, there are in the Underground pockets of Dragon Cultists, nephilim following the old Mal'ak faith, and therion following the ancient Greco-Roman religion.

As the present authorities have been attempting to expel Jewish folk, they have largely left or gone into the Underground as well. The end result of all this has been a melting pot that has boiled over into bitter, violent conflict many times. If only someone could get the Underground to put aside their differences to work together, they would be a true force to reckon with.

Naples Underground

Naples has a vast underground region, called the Napoli Sotterranea, or simply The Underground. The Underground is home to all manner of societal outcasts and dangerous sorts of people. In the Underground, a black market thrives, and rebellious celati, dangerous warlocks and myriad other criminal elements dwell.

Unlike Rome's underground, Naples isn't mainly catacombs; it comprises entire ancient cities buried by natural disasters long ago. Thus the residents of underground make use of these ancient buried buildings. The therion especially prize these ruins, and seek out long lost holy places, which they claim and protect with tooth and claw.

Occasionally the city's authorities order raids into the Underground. However, such raids are uncommon as the city has plenty of other issues to deal with. At least the Underground has tended to stay there, leading the powers that be to think of it as a wound festering in on itself.



Pompeii

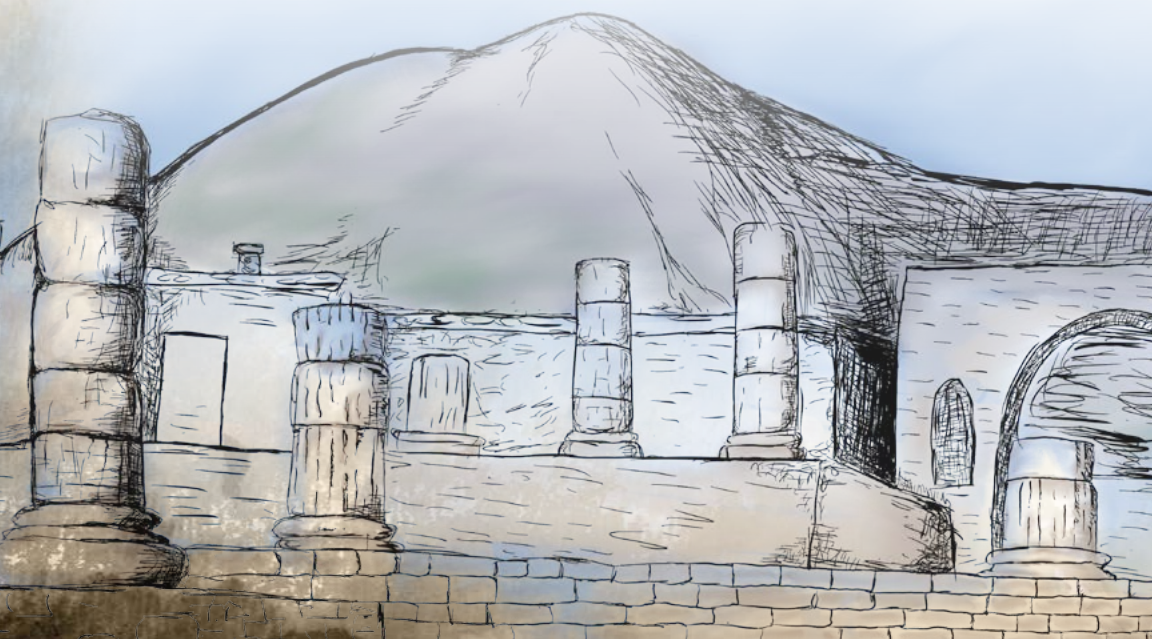
Energies unleashed by L'alluvione di Magia swept across the land, and Pompeii City of Fire, ancient and long forgotten, was reborn.

The Kingdom of Pompeii is just a fledgling; before 1504 Pompeii was part of the Kingdom of Naples. Pompeii resisted being seized by the Spanish during the Battle of Garigliano and now Pompeii and Naples are bitter enemies.

The Volcano & the Listeners of Vesuvius

In 79 AD the volcano Vesuvius erupted, wiping out the town of Pompeii, and nearby towns including Herculaneum. In more ancient times when magic was more prevalent the region had been protected from such destruction, but, well before 79 AD the Age of Legends was over and mages were almost unheard of.

When the L'alluvione di Magia occurred Vesuvius became an enchanted place, touched by the fiery realm of Vulcan. Many smaller mystical hot spots came into being around it.



Many people living in the region found themselves changed by the dimensional energies infusing these places, becoming preternaturals. Celati bloodlines, long dormant, awakened as well.

Then the earth quaked, and those touched by the elements of earth or fire shared a terrible collective vision; Vesuvius would erupt, and destroy everything living within many miles. Those who had experienced the catastrophic vision formed the Listeners of Vesuvius and created a rite which they used to quell the volcano's fury.

The Monarch of Pompeii

Pompeii is governed by the head of the Listeners of Vesuvius, and a council which performs various government functions. The council has been chosen largely from amongst those who held much political influence in the city when it was still part of the Kingdom of Naples. The council hopes that this choice will make the transition of Pompeii to a separate kingdom as smooth as possible. Pompeii's ruler is the grandson of the original head of the Listeners; a neuter fire apeiron named Tytus Coppola.

Tytus is also a leader with years of experience beyond what most humans can hope to have, at 103 years of age he's unquestionably a real survivor. Tytus has been adept at sowing fear in Naples of what might happen should they attempt to make further inroads against this newly formed kingdom, and his fiery charismatic personality has assured his popularity among his people. However, some still remember years when Tytus was more dangerously fiery and ambitious and hope that those years really are far behind him; the people of Pompeii have been through enough in the last few years.

Tytus is actually neither male or female, but one of the neuter apeiron. However, the monarch is rather insistent on being referred to as male.

Enchanted Places

The region around Pompeii has numerous enchanted places. Even within the city proper, the veil has been worn somewhat thin. The Listeners work to maintain the veil, but sometimes in parts of the city it will suddenly break down, allowing for strange and even dangerous otherworldly phenomena and creatures to pour through. Unfortunately, the Listeners aren't always able to catch the tears in time to fix them before bad things happen.

Architecture

Pompeii is built amongst the ruins of the ancient city, though much has been done to restore it and numerous expansions have been added. Newer buildings are built in the style of the old, thus Pompeii continues to look like a Roman city plucked right out of ancient times, beautiful frescoes and all.

Pompeii boasts numerous public baths which are fed by the city's ancient but sophisticated system of pumps for water. Thanks to this now restored system many of Pompeii's homes are heated as well.

City Layout

Pompeii is a city of many narrow streets, only a few are large enough for multiple lanes of traffic to move through. Docks are located on the west side of the city and to the north is Mt. Vesuvius. The city is surrounded by a many-gated wall and on the outskirts of the city are buildings which were used for brothels in ancient times, some of which now are in use for that very purpose again.

Religion in Pompeii

Pompeii is Catholic, but only nominally. The worship of the old gods of Olympus has had a resurgence within the new kingdom. Many residents have a great love for ancient Greek philosophers, notably Anaximander who is the legendary father of the apeiron. Greek philosophy, Catholicism, and the worship of the ancient Roman gods increasingly intermingle within the city. There are hints of a new faith rising from this fusion.

Celati and Humans in Pompeii

Celati do not make up the majority of Pompeii's population, but they wield a great degree of political influence.

The largest portion of the population of the city of Pompeii is comprised of preternatural humans. After humans, apeiron are the most numerous. Many humans in Pompeii have been changed by the dimensional energies prevalent in the area in a way that has resulted in them becoming resistant to fire.

Mundane humans are outnumbered in Pompeii, and not a single member of the Council or Listeners is a mundane. Mundanes make the best mage hunters, and on numerous occasions, condottiere companies made up of mundanes have been hired by the Pompeii authorities to deal with enemy mages. This has earned mundanes a fearsome reputation, but also garnered them a sort of begrudging respect.

One quirk of having such a high population of apeiron is a consequence of their psychic connection. Since their telepathy allows for information to be transmitted from one mind to the next with haste, there are networks of apeiron being established by the government of Pompeii to take advantage of this ability. This can be unnerving to non-apeiron as it can feel as if when one apeiron is watching you, it might just be that all of them are watching you.

Mages in Pompeii

Much like Bologna, Pompeii has a higher-than-typical mage population. Though not all Listeners are mages, a good portion of them are and they have been important in keeping the city's dimensional issues in check. However, Pompeii's officials do regulate mages, both because of their value and because they are firmly aware that mages can be a great risk. The city keeps track of their mages, with the state seeking out those that show particular promise to place under the apprenticeship of more experienced mages, or induct into the Listeners. The powers that be have no qualm about executing mages deemed to be a threat.

Trade

Ties to Vulcan's realm have blessed the region immediately around Pompeii with a wealth of metals, and the kingdom has quickly taken up efforts to mine these resources. Yet, the most valuable metals are those which are a result of dimensional energies altering the very landscape, creating materials of an otherworldly nature. Such metals can only be found in the most dangerous enchanted places around Vesuvius, these so-called metals of the gods are highly coveted.

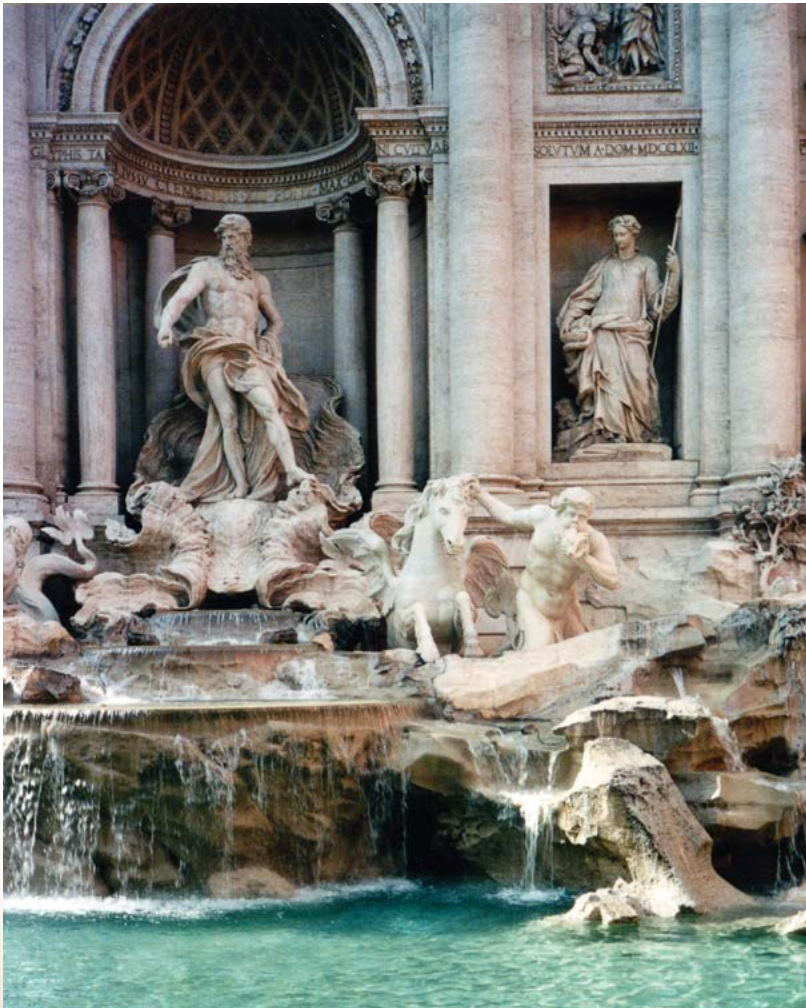
Anyone not highly resistant to fire is almost certainly doomed if they seek out these metals, and even those who are must deal with many perils from realms beyond. There's also a wealth of precious stones forged by volcanic fires waiting to be found.

While Pompeii has the potential to become extremely wealthy, they have their share of trouble with trade; for one, their close neighbor Naples is an enemy who has more than once managed to disrupt trade by land. As a result, Pompeii mainly moves goods via ship.

Rome

Once the center of a great empire, the city of Rome boasted a population of more than a million; that time is long past. Though Rome has long since fallen from its former glory it remains the heart of the Church, with the Papacy being based in the Vatican. Rome is also the political center of a larger collection of states; the Papal states.

From 1492 until 1503 the controversial pope Alexander VI, born a Spaniard by the name of Roderic Borgia, was Pope.





Numerous conspiracies surrounded this Pope and the Borgias more generally.

In 1503, Julius II became Pope, and accused the Borgias of having usurped the Papacy “with the aid of the Devil himself”.

City Layout

Entire sections of the city lie abandoned, without enough people to fill them. These places have become something of a haven for criminals, rogue celati and mages on the run, as well as other dangerous things. So far the authorities have not come close to crushing the criminal element in these places and the Blood of Adam, in particular, will sometimes hunt in the area.

A section of the city is set aside as a Cerchio in which celati are limited to dwelling within.

Below the city lies the vast catacombs, which have served as burial places for the dead since ancient times. Deep within some of the catacombs the land becomes enchanted, transforming into a dangerous labyrinthine underground complex. Further below that lie ruins somehow transported into the earth from some distant origin.

Rumors of the dread place still being inhabited are known in the city above, some folk claim that the inhabitants are living beings; mages and celati hiding underground, others speak of a subterranean city of the undead.

The heart of Rome is the Vatican, from which the Papacy rules the city. The Vatican is a great walled enclave which itself includes several sites of note, among them:

- **The Sistine Chapel:** Is *the* Papal chapel. The artist Michelangelo will not begin to paint the ceiling, which will one day become famous, until 1508.
- **St. Peter's Basilica:** The renovation of this building has begun, after having been left in disrepair for many years. However, the people working on the renovations have been met with so much ill fortune that the place has developed a reputation for being cursed.
- **The Apostolic Palace:** The official residence of the Pope.
- **The Vatican Secret Archives:** These are under the care of the Indicus Witchhunters and Vatican Archivists (pg. 70). The exact location of the Archives is unknown by the public.

The Region

Rome is located within the Lazio region of the Italian peninsula. The Lazio region is a blend of flat and hilly, with a coast comprised of sandy beaches. There are some smaller mountainous areas to the Eastern and Southern sections of the region.

Rome itself is surrounded by a low-lying plain called the Campagna Romana. The city is built along the Tiber River and extends all the way to the Tyrrhenian Sea.

Architecture

Rome's architecture is a blend of old and new, and in some cases the fusion of both within a single building. The therion who hold ancient structures to be sacred sites are frequently used as servants to care for and maintain Rome's ancient sites including the Pantheon and the Colosseum.

Rome has since ancient times had large apartment complexes, often around four stories or so in height. Better off folk live on the lower floors in larger dwellings, the poorer folk live in the squalid upper floors in smaller dwellings.

Buildings which are owned by the Church boast architecture which is highly ornamented, with classical Greco-Roman architecture, ancient statues and other works of art intermingled with the works of more recent artists.

Magic as Viewed by Church Doctrine

Mages are seen as vessels existing to serve as conduits for God's glory, and evidence that he has not abandoned creation. The use of magic to gain personal power and glory is considered a most terrible sin. This means those mages who work to fulfill their purpose as servants of God are held in high esteem, even in the case of those who aren't human, while those who do not are regarded as mockeries gaining power from demons instead.

Humanity & Celati Relations in Rome

Humans stand at the very top of the Church hierarchy: the pope is always human, and those immediately below him are exclusively so as well.

However, while the bulk of celati are little more than beasts of burden and Rome's pets, the most visible ones are officials in the Church. Perhaps they aren't the highest ranking, but they live much better than the masses of humanity; this has only fueled hatred for celati in Rome, as the peasants see those privileged few inhuman creatures seeming to live so well. Celati officials always take care to have guard escorts should they go forth into

the city; they know full well that the human masses are likely to do them ill.

The Church brands their celati with marks which distinguish their position in the hierarchy and where within the city they are allowed to go about. They are restricted to living within the Cerchio which is closely watched by the city's authorities.

Those with no mark, or who rebel against the Roman authorities are termed "wild" and have no more rights within Rome than rats or stray dogs. Indeed, those who hunt down wild celati successfully can turn them in, alive or dead, for a reward.

Romulus and Remus

The ancient founders of Rome were rescued from drowning in the Tiber River by a therion named Lupa who frequently went about in the form of a she-wolf. Lupa nursed them, and when they were older left them to live amongst their own kind. At least, that is the story as commonly accepted today.

The truth is different; Romulus and Remus were both actually therion, but capable of taking human shape. It was a human woman (a lady of the night as the name Lupa, or "She-Wolf" suggests) whom found the two as infants and raised them. However, the telling of this tale, though true, is heretical, and it has been officially banned by Rome's authorities.

Religion in Rome

Rome is the political and spiritual heart of the Church, and naturally, is predominately Catholic. Most other faiths within Rome are practiced only underground, out of the eyes of the authorities.

An exception is Judaism. Pope Alexander VI welcomed Hebrew immigrants into the Papal states during their expulsion from his family's homeland under The Alhambra Decree.

Sicily

Mount Etna towers above the surrounding landscape; it is the tallest active volcano in Europe and exists on the largest island in the Mediterranean sea. The great island of Sicily looms like a behemoth amongst the smaller surrounding islands.

The Kingdom of Sicily like Naples has come to be ruled by the Spanish Crown of Aragon, after having been ruled by one foreign power after another.

The Mafioso

Sicily has remained isolated from many of the changes sweeping across the mainland and remains a feudal society.

In response to the crushing hold that feudal lords maintain within Sicily, groups of brigands have increasingly become organized around maintaining their own power while disrupting that of the established lords. These early mafioso have managed devastating attacks against the nobility, both overt and from the shadows.

The Crown, with the Inquisition at their service, has tried to keep many of the era's advancements, scientific, artistic or otherwise from the populace. The growing black market has created a means for prohibited goods from the mainland to enter the island.

Palermo

Palermo, the capital of Sicily, is also its largest city. It is situated in the North West of the island on the coast, granting it access to the Tyrrhenian Sea by way of the Gulf of Palermo. Palermo is surrounded by a range of mountains, which are themselves named for the city.

Architecture

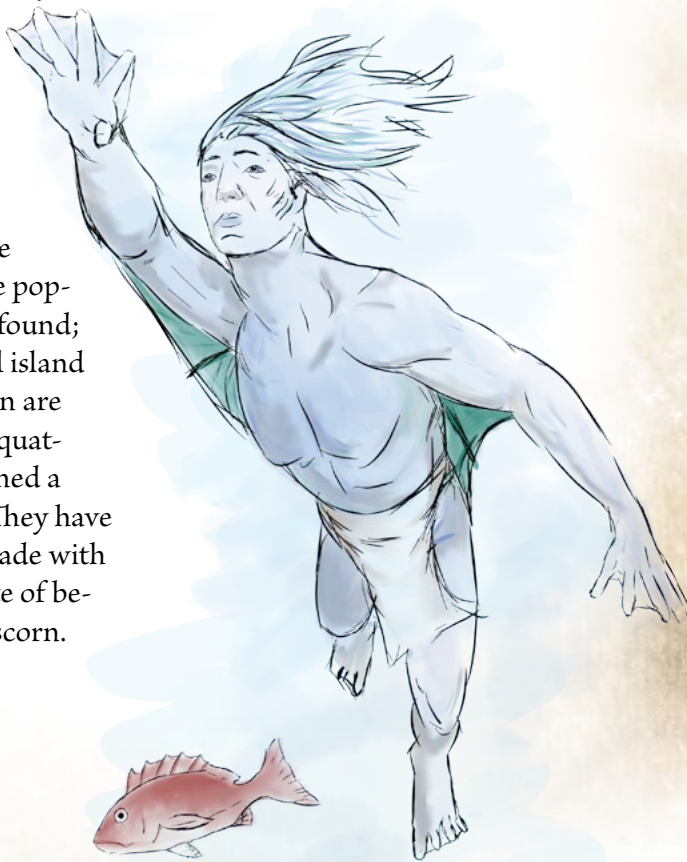
Sicily's architecture shows its diverse history; domed buildings, lovely mosaics and pointed arches reveal a fusion of Norman, Arabic and Byzantine influences. The remains of more ancient buildings reveal the island's Greek and Roman past. Other ruins reveal something else: that long ago denizens of the island worshipped the ancient dragon gods along with the Greco-Roman pantheon.

Celati in Sicily

For all its cultural and ethnic diversity, Sicily has little celati presence. When the Crown took power they exiled (or killed) what few non-humans they could find. Even now celati continue to be banned from the island of Sicily proper.

Salacia

There is one place in the Kingdom that a notable population of celati can be found; the apeiron of the small island of Salacia. These apeiron are almost entirely of the aquatic variety and have formed a fishing-based society. They have managed to establish trade with the other islands in spite of being viewed with much scorn.

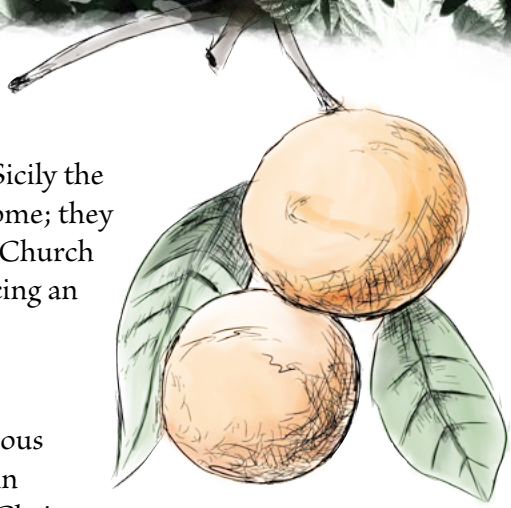


Mages in Sicily

Mages are treated within Sicily the same way as they are in Rome; they are either members of the Church or they are heretics practicing an art punishable with death.

Religion in Sicily

Once many different religious communities existed within Sicily; Muslims, Jews and Christians (Roman Catholics as well as others) lived peaceably. That was, however, a long time ago, and since then island's various religious communities have been deported, or worse. The vast majority of the population is at present Catholic, and others will not find the Inquisition friendly.



Venice

Venice “The Floating City,” “The City of Masks” is the main city of the Venetian Republic and a great metropolis that makes the current population of Rome and Florence alike look tiny in comparison.

The City of Masks is a city of many faces; it is a beautiful romantic city not quite separate from the sea which flows through its many canals. It is a great nexus of trade and below the city’s surface is a world rife with crime and secrets.

Many Venetians wear masks, particularly the nobility for whom fine masks are a symbol of status. They are popular with the celati as well; sometimes the man who wears a lupine mask may truly have the face of a snarling wolf hidden just beneath.

Government

The Republic of Venice is ruled by the Great Council and the chief magistrate, the Doge. The Doge is selected by a small number from among the Great Council. The Great Council is strictly made up of noble families, and there are in fact a few nephilim, lacerta, apeiron, and even a cambion among them.



City Layout

Venice is built atop many small islands within a lagoon. Bridges built over canals link one island to the next. Horses are outlawed on the streets of Venice, and thus people must traverse either on foot or via the other popular method of travel: the gondolas.

The city is divided into six main quarters, called sestieri. Within the San Marco sestiere are several very important locations including The Doge's Palace, the prison, and St. Mark's Church, all based around the Piazza San Marco which is the city's main public square.



The Region

The Venetian lagoon is a bay within the Adriatic sea. Being situated in an enclosed bay has given Venice a great deal of security from invading forces; indeed the city was founded by people fleeing an invasion.

The Republic of Venice extends well beyond the lagoon, all the way up North to the Dolomites (a mountain range which is part of the Alps) where the province of Belluno is located. Collectively the region that the Venetian Republic occupies is called the Veneto region.

Architecture

The architecture of Venice is distinctive, showing very clearly the city's strong Byzantine and other Eastern influences. Romanesque statues can be seen along with the popular Byzantine style Mosaics, and ornate Islamic-style domes.

The overall effect is an ornate and beautiful fusion of Middle-Eastern styles and Western ones into something uniquely Venetian.

Venice, because of its dense population, tends to build upwards, and has many apartment buildings. Often times buildings are built around a courtyard, with shops (and possibly arcades) located on the bottom floor and residences located above.

Celati in Venice

Within Venice, the celati are restricted to living within particular walled-off neighborhoods referred to as a Cerchio (or Cerchi for the plural). An exception is those celati which have families already established in an otherwise prohibited area assuming they do not seek to move or acquire new properties there. Those belonging to noble families are more privileged and can ignore this limitation.

It is worth noting some of Venice's prominent noble families have lacerta, nephilim, apeiron or even cambion among them and they are without a doubt as influential as any of the purely human families.

It is expected practice in Venice for celati to remain in human form (in cases where such is possible) or to wear clothing which conceals as much as possible their more inhuman features. Aside from when within a celati neighborhood or otherwise amongst primarily other non-humans, it's generally considered to be crass to display one's inhuman features prominently.

When a celati "shows its claws" it is a likely sign that something is about to go down that makes having claws, teeth, wings, etc... particularly useful.

The noble-celati have actually played a role in encouraging this, as they rather like how unsettling humans find celati when their true natures, which are so often hidden, are fully revealed.

Mages in Venice

Venetian mages are a secretive lot. There are various magical orders which all attempt to regulate the city's mages in different ways, and are often at odds with one another. Getting involved with one of these magical orders is sure to mean plenty of intrigue.



Religion in Venice

While the people of Venice are predominantly Catholic, it is exceptionally open to other faiths, and religious fanaticism holds little sway over its populace.

In fact, even its laws prohibiting the worship of the Draconic pantheon, because of the lack of enforcement, may as well not exist.

Trade

Venice is a Republic of immense influence in trade and a great naval power. The Venetian Arsenal is a huge industrial complex which allows for the mass production of ships at a speed and scale never before seen.

Venice plays a very important role in many different trade-related ventures, including protecting sea-trade routes from piracy, dominating the salt-trade, becoming an important player in the rising print industry. Venice is also renowned for its ornate glasswork.

It is also known as City of Vice, thanks to a gambling and prostitution industry unmatched by any other. This is a place where successful Ladies of the Night live like nobility. The Rialto district is where gambling in Venice is primarily based.

Religions of Asiyah

Christianity in Asiyah

The Christianity of Asiyah developed in a world in which other intelligent beings and magic may be encountered on a daily basis, and where other worlds populated by all manner of denizens are known to exist.

Judaism developed in the Age of Legends, and during that time split off into a separate faith, the religion of the Mal'ak Imperium, well before Christianity developed.

Christianity formed long after the Age of Legends ended, during a time when miracles increasingly were in short supply.



In a world where even the most powerful mage cannot restore the dead fully to life, someone who can, as Jesus did, even after the end of the Age of Legends, is clearly someone truly extraordinary.

Officially the Church holds that celati can find salvation in the same manner as humans. However, some such as the infamous Savonarola hold that to find salvation the celati must first purge the corruption that has, as he sees it, robbed them of their humanity.

The celati are all mentioned in Asiyah's Bible as well; including the nephilim, their great empire and the Tower of Babel which they built.

The serpent mentioned throughout the Bible and the Beasts of Revelation are sometimes equated with the dragon gods which many of the lacerta worship, but this is considered a matter of dispute by many theologians.



The Dragon Cult

The Dragon Cult is not a united faction; dragon worshipers are splintered, separated both by differences in the interpretation of their faith and simply by distance.

The Dragon Cult finds friends in very few places and is banned throughout most of Europe, though not in Albion.



The Great Wyrms

The Great Wyrms represent the most powerful of true dragons and are deemed by dragon-worshipers to be earthly incarnations of their gods.

However, to those who aren't dragon-worshipers, the Great Wyrms are simply monsters of incredible power, and certainly not gods worthy of worship.

As splintered as they may be, there is seldom debate over who counts as a true Great Wyrm and who does not; when the last Great Wyrm was active, there were very few who disputed his divinity.

The last Great Wyrm was an avatar of Ejderha in his destructive incarnation. This Great Wyrm amassed sufficient following to seize Constantinople and then to become sultan of the Byzantine Empire. The Great Wyrm being slain was the end-point of the Hundred Years War.

Most dragon-worshipers agree that Ejderha, as the god of cycles, holds undeath to be an abomination. However a heretical group of his worshipers believes otherwise; they believe that creation will reach its culmination when Ejderha allows it to transcend the cycle of life and death it has so long been trapped in, then all beings will exist in an enlightened state of undeath.

A few Dragon-Cultists have claimed that this heretical group was somehow involved in the slaying of Ejderha's Great Wyrms avatar, but so far, there is nothing to substantiate this.

Beliefs

The Dragon Cult holds that creation is a collective dream of the primordial dragon gods, along with their multitude of true dragon offspring.

It is said once all of the Great Wyrms have awakened the collective dream which makes up creation will not just simply end, but rather will enter a new phase. What that new phase is exactly, well, that is debated, but generally concluded it will be something positive for all of dragon-kind and their kin.

The Dragon Cult has amongst it both priests and priestesses; both are commonly referred to as Dream Speakers, while all worshipers are referred to as Dreamers.

The Draconic Pantheon

Ejderha

Associations:

death, birth, health, shadow, light, endings and beginnings, duality

Ejderha is the dragon of beginnings and ends, life and death, the negative and the positive.

Ejderha is typically depicted as being not one Great Wyrms but two. One of Ejderha's avatars is a creature of shadow and death, the destroyer, and the other a radiant dragon of light and creation. However, Ejderha's creative incarnation is not well-known outside the Dragon Cult.

Ejderha was the first being to arise from the primordial chaos and he laid the foundation for the multiverse.

Hydra

Associations:

Water, poison, art, madness, creativity, subterfuge, beauty, passion, free-will, and self-awareness

Hydra is the dragon goddess of beauty, and lust, as well as deception. Hydra is associated with water and is held to be the patron of both artists, prostitutes, the insane, and poisoners. Hydra watches over those involved in intrigue.

Legend holds that it was Hydra who first granted mortal beings their dreams, and thus, allowed them to influence the outcome of creation. As a result of being granted such power mortals gained sentience and free will. However, in draconic myth, this draconic muse-goddess was betrayed by the very mortals she so gifted and was severely wounded. Hydra's blood poured forth from her wounds and flooded the world in a great deluge, creating the world's oceans. The Dragon Cult holds that the myth of Hercules slaying the Hydra was a corruption of the same legend.



Vortigern

Associations:

Fire, destruction, progress, strife, war, triumph, challenges, conquest, invention, suffering

Vortigern is the dragon of conflict and of triumph. Vortigern dreams challenges and strife into existence; those are the things that allow creation to move forward.

Vortigern is the patron of warriors, conquerors, and generally any whom thirst for challenge. He is also, more generally, a patron of progress.

When things become stagnant or overgrown, Vortigern burns them away, and in this way, he is a destructive force that heralds in the potential for progress. Even if a conqueror could be said to “have Vortigern” on his side as he expands his empire, as soon as that conqueror stops moving forward it is said that “Vortigern shall turn against him.” Thus it is that empires which grow stagnate fall.

Vortigern’s avatar is a great red dragon, with scales like most brilliant and shining rubies, his entire form wreathed in an aura of flame.

Vortigern’s name means “Great King” or “Overlord.”

Tarasque

Associations:

Earth, metal, secrets, mysteries, discoveries, strength, persistence, the material world, patience and wisdom.

While the other dragons dreamt of many things, all in their own way resulting in creation’s current state, it was Tarasque that first dreamt up physicality as it is now known. Tarasque is the dragon-god of material things, but particularly has an affinity for mountains, caves, and anything within the earth. Tarasque is also the god of hidden things, secrets, and discoveries. As the dragon of physicality, his avatar is the most powerful, taking

the form of a great earth shaking primordial draconic beast. Tarasque is a creature of great patience, moving slowly and deliberately with great wisdom behind his every act, but once in motion, he is a virtually unstoppable force.

This dragon is the patron of explorers, as well as those who are involved in either the keeping of or the revealing of secrets. He watches over those who work with metal or stone, or directly with the earth in some way.

Amphiptere

Associations:

Air, intellect, motion, travel, language, trickery

Amphiptere is the dragon which presides over higher intellectual processes, it is the intelligence of dragon-kind. While Hydra may have first granted mortals free will and sentience, it is the dragon-deity Amphiptere that allowed for more advanced intellectual development. With the birth of Amphiptere, the draconic language came into existence which the Cult holds was the first and most advanced language.

Amphiptere is the dragon of travel and of movement. Amphiptere is a trickster and especially loves tricks which involve wordplay.

Amphiptere is the patron of philosophers and other intellectual sorts, as well as writers, travelers and vagabonds and roguish sorts. Amphiptere watches over all who don't fit cleanly into society's typical gender norms (hermaphrodites and eunuch for example).

The avatar of Amphiptere is a great brilliantly colored feathered serpent, it is the fastest and most graceful of all dragons. Amphiptere is a hermaphroditic being, and thus its avatar too is at once both male and female.

The Mal'ak Imperium

Ancient Atlantis of the Nephilim

The Mal'ak Religion

Mal'ak was the official ancient faith of the Nephilim empire (the Mal'ak Imperium), which ruled as a theocracy during the Age of Legends.

Mal'ak is a faith which has its roots in Judaism, but which split off to become a separate religion. Connections to the ancient Mesopotamian religion can be seen in it as well (even including some figures such as Enkidu, and referring to the therion as “the children of Enkidu”).

Unlike the Judeo-Christian traditions, Mal'ak places the nephilim front and center and holds that the angels are a pantheon of gods, of which “Keter” the Crowning God is the highest ranking.

Mal'ak has a hierarchy of gods based around the Sephiroth, and a cosmology based around the tree of life and death. Each of the ten Sephiroth has its own rank of angelic being which occupies its own supernal realm. Within each Sephirah the angels furthermore have their own sophisticated ranks as well. The nephilim called the world Malkuth, and it too had its own variety of angel associated with it (also called the Malkuth).

The nephilim are held to be demigods, just below the Malkuth in rank, and humans are placed below the nephilim as a servant race. Naturally, the idea that man is meant to be servants (or at the very least a lesser more childlike race) of some superior race of people is the thing about the faith that has brought it the most problems, and nephilim who still follow the religion tend to downplay this aspect. Their worship of angels as gods places the followers of this faith at deep odds with the Church as well.

The Grigori & the Creation of the Nephilim

Mal'ak holds that the gods long ago walked amongst mankind, taking hosts and siring the nephilim; the group of angels responsible for this is known as the Grigori. The creation of the nephilim was a gift which uplifted mortal-kind to a state closer to the gods and assured that those who ruled the mortal world would do so with divine right.

Some nephilim interpreted this to mean that they were meant to watch over mankind like parents watch over and guide children. Others took it to mean that humans would become utterly obsolete, but in the meanwhile could at least be of some use as servants. Naturally, these two interpretations came into much conflict. Unfortunately, it was the later outlook which became dominant during the Age of Legends, and would play into the fall of the empire.

Atlantis

The ancient Greeks referred to the ancient Nephilim Empire and the continent they conquered as Atlantis. This was not the name the Empire used for itself, and not all nephilim can trace their lineages back to the Imperial nephilim, but because of this, nephilim are still sometimes referred to as Atlanteans. The Nephilim Empire referred to itself as the Mal'ak Imperium, and their continent as Mal'akae.

The Four Tribes of Nephilim

The Mal'ak Imperium was comprised of four tribes of nephilim, which were originally distinct cultures in their own right. Over time they were all integrated into the Imperium.

In the Imperium certain positions were hereditary and tied to tribal lineage. In time the names of the four tribes of Nephilim and the roles which various nephilim held within the Imperium tended to be used interchangeably.

Gibborim

The word Gibborim means “mighty” or “hero.” The Gibborim were a warlike tribe of nephilim. Like the other tribes they can boast a variety of intermingling angelic lineages; however, Cherubim (angels of the Gevurah Sephirah) bloodlines are predominant. Besides being the largest and most powerfully built nephilim, the Gibborim often have bestial features (though not nearly to the extent of the therion) and are occasionally two-headed.

The Gibborim were not a savage people. The Gibborim hold honor in very high regards, which means taking great pains to adhere to proper social etiquette, respecting hierarchy, and acting heroically.

Though the Gibborim at first exclusively controlled the military, later in many parts of the Imperium it would be mainly the Anakim who controlled the military. The Gibborim came to fill roles which deal particularly with weeding out heresy and enforcing law and order within the Imperium.

Emites

The Emites were a very powerful and successful kingdom in their own right, but continual wars with the Gibborim eventually wore both sides down. Finally, they had no choice but to die out or merge. The merging of these two tribes, with the Emites as the traders and bureaucratic leaders and the Gibborim as the military force, was the beginning of the Mal'ak Imperium.

The rare bloodline of the Seraphim which is almost unheard of amongst the other tribes is present in notable numbers amongst the Emite. As a result some nephilim of Emite lineage have golden scales, other hints of serpentine features, or fiery feathered wings.

Emite means “the dreaded ones” and serves as a reminder that sometimes it is the most charismatic and silver-tongued of beings which should be the most feared.

Rephaite

The Rephaite had a culture of ancestor worship. This tribe viewed death magic in quite a different way than other peoples. The undead were seen not as abominations, but as a way to maintain a connection between the worlds of the living and the dead. Nephilim often wanted their bodies to be made use of after death, and care was taken to make sure their corpses were used in a way which honored them. Human corpses were sometimes used for work which was considered the lowliest drudgery.

When they were absorbed into the Imperium the Rephaites took upon varied roles, including those of religious leader, and just about any role involving dealing with the dead (such as mortician or butcher).

The Rephaite all have some amount of Memitum (angel of death) in their bloodline.

The Nephilim & Death

Nephilim don't have to worry about old age, but, they are mortal all the same. They may be wounded and killed just as if human. Nephilim of the ancient Imperium would sometimes voluntarily become undead to escape the Longing (pg. 150). Could some of these ancient undead still be around? If so they would be truly terrifying beings for the player characters to encounter.

Anakim

The Anakim were a warlike tribe, like the Gibborim. However, they earned a reputation for being truly savage, primarily being nomadic raiders.

The Anakim suffered much in-fighting, being splintered into many smaller family clans, who in turn warred with one another as well as the humans around them. One by one the clans began to fall, both to each other and to the humans around them.

As a tribe the Anakim nearly died out, but were absorbed into the newly formed Mal'ak Imperium. At first they were the least nephilim amongst the empire; viewed as a failed tribe of savages in need of civilization. However, in time the Anakim came to dominate the Imperium's military. The Anakim remained the most at odds with their own and they also represented the greatest number of nephilim thieves, brigands and other sorts of outlaws.

The Anakim tribe doesn't have any particular angelic bloodline which predominates; they were made up of many tribes, each of which could originally trace their lineage to a particular angel.

For Players

There are families that can trace their lineage all the way back to the nephilim of the fallen Imperium and the four tribes. Other nephilim are born of newer bloodlines due to more recent intermingling of Grigori and mortals. Both of these origins are options for player characters.

Factions

There are a wide variety of factions found throughout Italy. Some of these are found more widely around Italy, others are specific to particular locations.

These factions are not just for the game master; players may make characters who are members of the factions as well. The ones that are specific to Bologna as well as some other larger factions have NPC members and plot-hooks detailed in Book II: The Red City.

The Artisan's Guild

Like any other major Italian city, Bologna has its share of trade-guilds. Most are very specific, such as the Arte dei Drappieri (Drapers' Guild), however, a relatively new guild is the more generalized Artisan's Guild.

The Artisan's Guild is primarily made up of those involved in some form of artistic pursuit, such as painters, and sculptors. However, the Artisan's Guild has merged with the Smith's Guild and now boasts the city's most skillful blacksmiths & armor-smiths as members, making their location in Bologna the place to go to have custom weapons or armor created, as well as other metal and leather goods.

The faction's leader is a neuter earth apeiron master-sculptor named Cato Boveri. Cato has a strongly anti-Rome bent, and this has influenced the direction of the faction as a whole.

The Blood of Adam

The Blood of Adam are extremists who believe in purity above all, both in terms of racial and religious purity and in terms of the world remaining pure from the influence of anything from outside it (short of God himself).

The Blood of Adam has members who are exceptionally highly skilled at hunting down monstrous beings, and ferreting out malignant mages. However, this doesn't change the fact that anyone who works magic (which they view as being entirely a different thing than the miracles worked by those within the church) is seen as a monster masquerading as a person. Anyone, not a pure-blooded European Catholic is seen as a lesser person (or in some cases not really a proper person at all). The Blood of Adam is thus, devoted enemies of the Sisterhood of the Phoenix.

The Blood of Adam receives funding from certain elements within the Church and nobility who share their views. They also earn money by acting as guards and by hiring themselves out as monster hunters as well. Members of Blood of Adam are known with their skill for working with rare materials, such as hides from magical creatures, and from celati.

Like the Sisterhood of the Phoenix they are known to aid the communities around them sometimes purely for the betterment of the community, this is thus one similarity between two very diametrically opposed groups.

The Blood of Adam for Players

To say the Blood of Adam do not play nicely with the other factions, or non-human or mage characters, is putting it lightly. Including one in a player group is likely to cause a great deal of inter-player character conflict unless the entire group is comprised of them. However, ex-faction members can make for good player characters.

The Strafalcioni

These urban therion inhabit the underground parts of the canal ways in Bologna. The Strafalcioni traffic in protection, prostitution and gambling. Secret ways into and out of the city are known to them, and they offer guides to both the Sisterhood of the Phoenix and the Witchguard, for a price. The Blood of Adam rather hates them, but the Strafalcioni are difficult to get at.



Velasco (pg. 320), an expatriate Spaniard, leads the gang. His grandmother fills the role of High Serpent to satisfy the therion's tribal leanings, but she does not offer much in the way of power or guidance at her advanced age. Velasco has been in charge for nearly twenty years, and he takes his responsibility to his underlings very seriously. A few years ago, several therion disappeared while out in the city. Of course, he suspected the Blood of Adam but could never prove anything. Velasco has vowed never to lose any more gang members to them.

The gang is made up of therion of diverse looks and talents. A few have magical abilities, including Besina (pg. 322). Only a handful can take fully human form. Velasco is one of them.



Sisterhood of the Phoenix

When Joan of Arc was executed a great fiery bird ascended from her pyre to the heavens. Since then a movement around her has spread from her homeland in France across much of Europe.

The Sisterhood of the Phoenix has established themselves as an order of knights, many (but not all) of who are female. Of course, in many places they are considered heretical, and they have faced harsh persecution.

The order itself is Catholic; however, there are some “Friends of the Phoenix” who are of other Abrahamic faiths.

Unlike the Blood of Adam, the Sisterhood allows the practice of magic within their order by those who are outside the accepted order of the Church. It is, however, commonplace for the Sisterhood to try to convince the folk they aid who are of other faiths to convert, including mages from Pagan traditions. The Sisterhood has managed to gain some new mage recruits within their ranks when such attempts were successful.

Within the order, outright killing anyone for the practice of “witchcraft” is prohibited. However, the Sisterhood will slay those who use their magic for blatantly evil ends and just what qualifies as sufficiently evil is a matter of dispute.

The Sisterhood of the Phoenix has a faction headquarters in Bologna, and operates openly within the city, much to the chagrin of Rome.

The Sisterhood of the Phoenix earns some of their funding through nobility and members of the Church who are (though generally secretly) supportive of their activities. Their other source of income is in tracking down and dealing with supernatural and magical creatures which are a genuine threat to humanity (and to celati-kind). However, they do sometimes provide services purely for the betterment of their community as well.

The Witchguard

Ginevra Sforza (pg. 315) married Giovanni II Bentivoglio (pg. 318) in 1464, at age 24. She became not only his wife but also his closest counselor. Once Giovanni II achieved power in Bologna in 1466, he asked his wife to form her own bodyguard. Ginevra decided to recruit from among hedge witches, outcasts who didn't fit in, and those disillusioned with the ways of the University. At first numbering only four, these women, already skilled in various magical arts, were tutored by Giovanni II's personal swordmaster.

Having such a resource at her disposal, Ginevra was inclined to use her Witchguard to the fullest, sending them on missions of espionage, bounty-hunting, and vengeance. As she increased recruiting, their numbers multiplied.

The Witchguard successfully foiled one conspiracy in 1488, and another in 1501. One of their numbers, Gentile Budrioli, also a friend to Ginevra, let herself be burned at the stake to protect the details of her mission. The execution came at the behest of the University when a certain magic item went missing from their vaults. The Witchguard still have quite a grudge with the University over Gentile's death.

The Witchguard generally travel in pairs with abilities which complement one another. While all the Witchguard are women, they can be of any species, though non-humans are certainly in the minority. They have no uniform, but each has a seal from Ginevra hidden on their person.

Though they maintain a minimal presence in the Palazzo Bentivoglio (guarding Ginevra), their true base of operations is the Palazzo Re Enzo, immediately adjacent to the Whispering Wall (pg. 263). Unlike most whispering galleries, the susurrant voices that can be summoned forth are not of this world. The Witchguard's mediums use this resource with care.

Vatican Archivists & The Indicus Witchhunters

The Archivists and Witchhunters began their existence as two much more separate organizations working within the Church.

The Witchhunters' purpose is to act as the Papal inquisition; seeking out and dealing with, often violently, magical threats to the Church and humanity at large. All Indicus Witchhunters are mundane humans with no magical capability, but who have undergone strenuous training to enhance the innate antimagical abilities of their lineage.

At the very top of the Indicus Witchhunters are the Indicus Tredecim (Blue Thirteen); a council of thirteen Witchhunters which have been alchemically altered to have antimagic abilities well beyond what any of those below them is capable of.

The Thirteen are where the Indicus part of the Witchhunter name comes from; Indicus means blue in Latin, and the Thirteen all have strange blue tattoos. These tattoos are comprised of some manner of crystalline substance rather than ink, which forms a complex grid-like pattern over their entire bodies. The truth is, these tattoos have their roots in an ancient Atlantean technique, which was used on humans as an experiment to see how far their innate antimagical abilities could be pushed. Long ago the technique backfired on the Atlanteans, but the Vatican discovered it and put it to use.

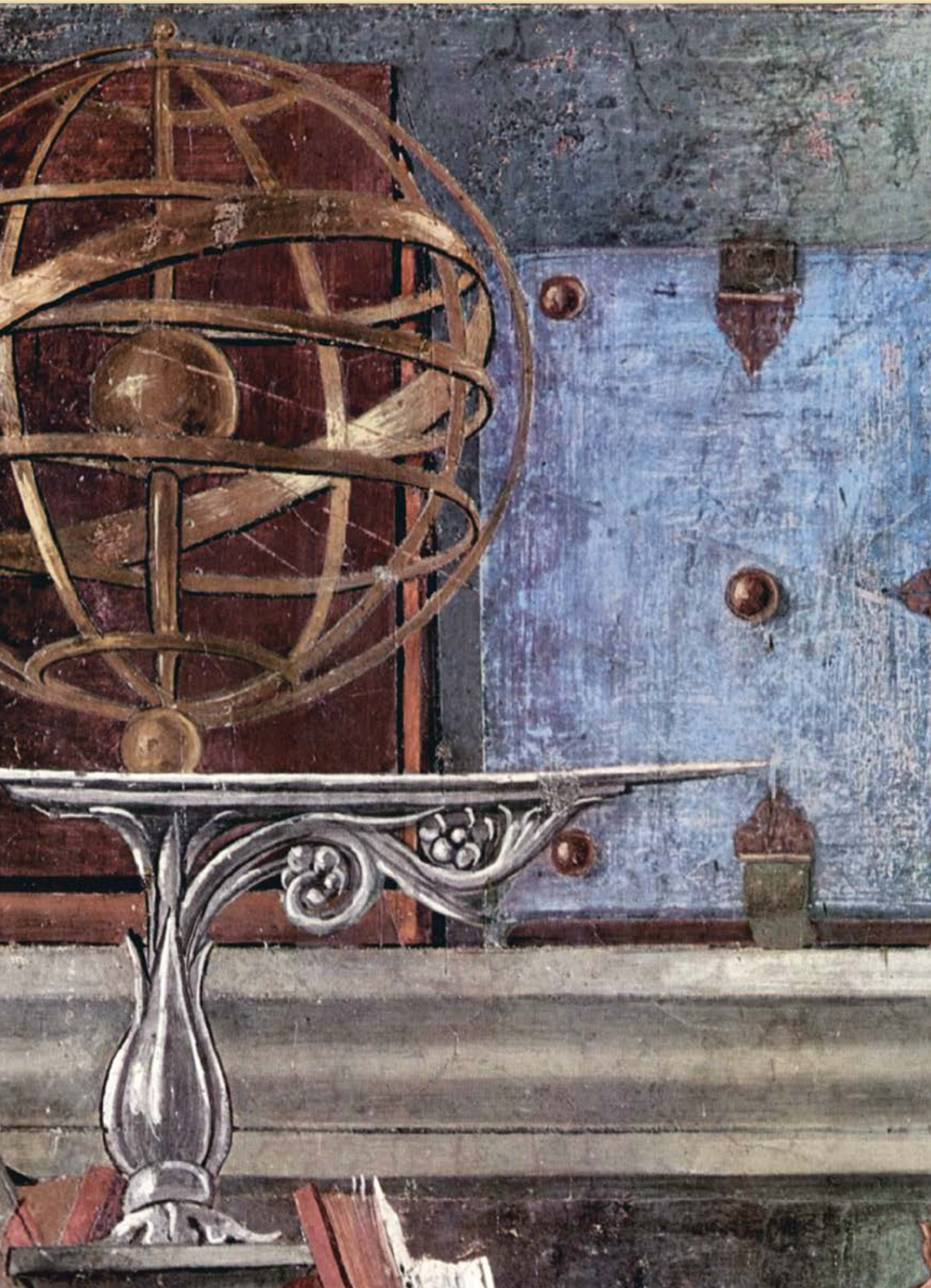
The Archivists are the caretakers of the Vatican's secret archives, a veritable warehouse full of magical artifacts. The Archivists themselves, aside from those of a certain rank, are seldom actually allowed within this carefully guarded treasure trove, instead, most of them work to uncover more artifacts to keep them from bringing harm to the outside world as well as to increase the Vatican's own collection.

After the Age of Legends, many magical artifacts went inert. Since the “Flood of Magic” (L’alluvione di Magia) the artifacts have awakened, this means that some seemingly harmless ancient objects have become dangerous objects of power, and these are loose in the world.

Today the Archivists and the Indicus Witchhunters often work together to deal with magical threats and retrieve artifacts. The Archivists are frequently holymen with miraculous powers (i.e. mages within the Church) while the Witchhunters their anti-magic counterparts.



Chapter 2: The Multiverse



Beyond Asiyah

Beyond Asiyah exists an infinite number of other realms. Some realms are places of legend, some are alternate versions of Asiyah itself, others are alien universes with planets inhabited by bizarre lifeforms. Some realms are material, others are spirit and require entering a dreamlike state in which a traveller leaves their body behind. Some skillful dreamers are capable of leaving their own personal dreamscape to enter the spiritual realms beyond.

Player Characters & the Many Realms

Other realms beyond Asiyah provide the players with strange new places to explore. The realms hold within them many wonders and horrors to discover, many mysteries to uncover, and in the case of ones which can be physically entered, new resources to bring back.

The other realms also provide plenty of problems to solve; dangerous creatures from other worlds can enter Asiyah and plague human and celati-kind. Demons and other spirits can possess people. Enchanted realms can be unpredictable and dangerous environments in their own right

The World Tree & the End of the Age of Legends

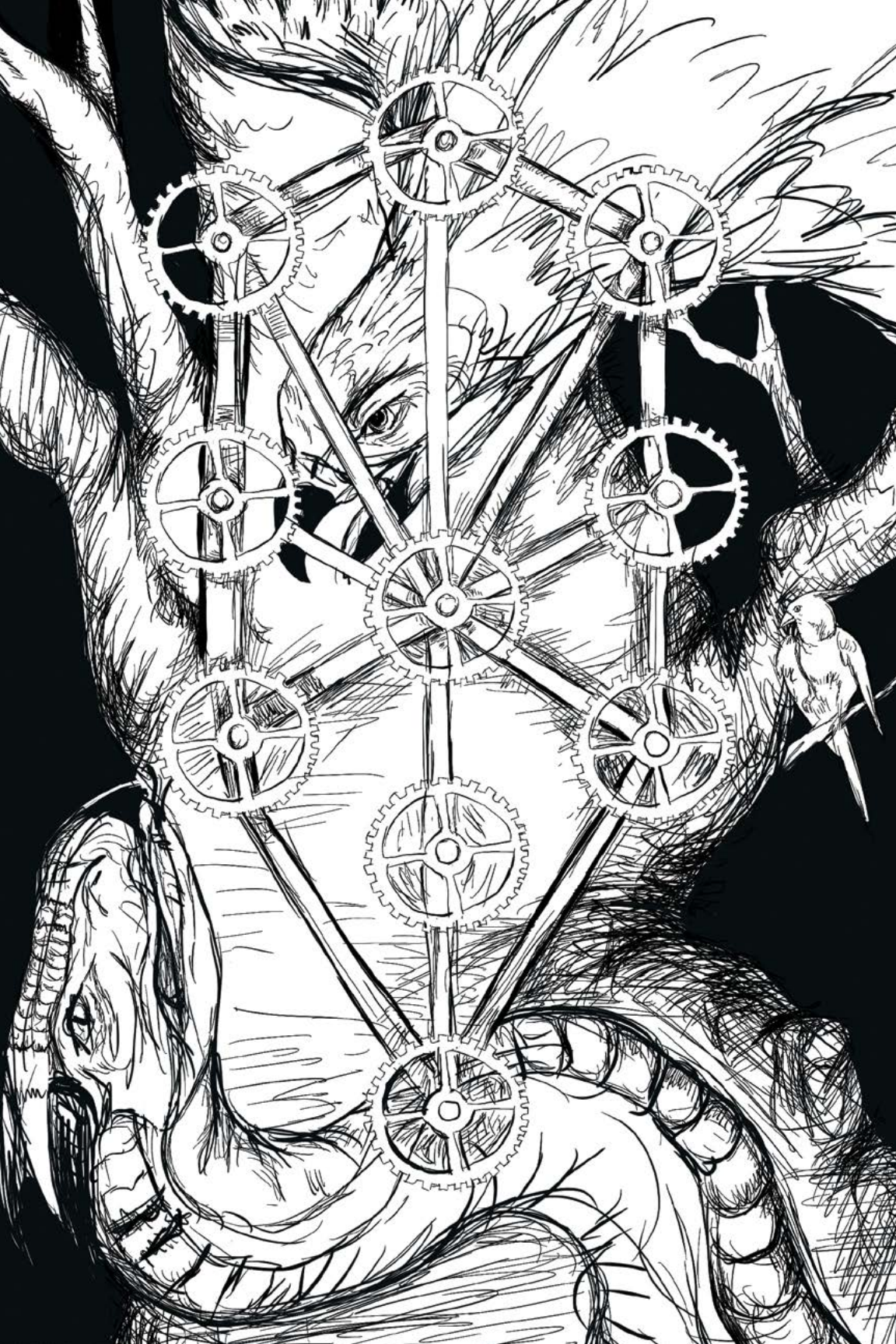
Yggdrasil, Világfa, Asvattha, the Great Tree is known by many names. In the Supernal realms, it is known as the Tree of the Sephiroth. In Sitra Ahra below it is known as the Tree of the Qliphoth. At the very top of the Tree in the Supernal realms, exists Keter the Crowned God, and his domain.

The World Tree binds together all realms and keeps them in balance with one another; it is the one thing that exists consistently from one realm to the next, or at least, it was. While the Tree still has manifestations in many other realms, in Asiyah, the World Tree is no more.

The Mal'ak Imperium, in its arrogance, seized the territory around Asiyah's Tree for their greatest city and dared to carve the tree up to create their great tower, the Tower of Babel. The Tree was civilized, wrought into a shape befitting this advanced form of mankind. With the Tree under their control, thirteen of the Atlantean nephilim ascended the tower to break the seal of Keter and enter the Crowned God's domain. The thirteen nephilim were never seen again. The Tree and Atlantis were both erased from the world and the Age of Legends died. Asiyah has never truly been in balance with the rest of the multiverse since.

To protect Asiyah from the ravages of other worlds impinging violently upon it, the veil between Asiyah and other worlds was thickened, though by what means is long forgotten. This thickening made travel back and forth between Asiyah and other worlds nigh impossible, at least until the L'alluvione di Magia.

Some people believe that L'alluvione di Magia and what has followed is the beginning of a new Age of Legends; they wonder if the Tree might return and with it the lost continent of the dreaded Mal'ak Imperium.



The Nature of Spirits

Spirits are the embodiments of things: a spirit of music, for instance, is in some sense the very idea of music itself. As for the motives of spirits, they are many and varied, but spirits do all have some interest in protecting whatever it is they are a spirit of.

To say spirits can enter the Aethereal realm and manifest, or possess hosts and interact with the material realm is a bit of a misnomer. The true spirit always remains within one of the dream realms, and spirits cannot interact directly with the material (or Aethereal) realm. However, spirits can filter down little shards of their essence into the Aethereal realm in order to create what most people really mean when they say spirit: a type of aethereal entity called an avatar. The avatar can exist in the Aethereal realm, or at least temporarily, enter the material realm. Avatars can also possess a physical being or object in order to interact with the material realm longer. Causing an avatar to exit its host, whether by the destruction of the host or less violent means banishes it back to the Aethereal realm. Destroying the entity's Aethereal form destroys the entity, but not the spirit which originally created it. Creating an avatar does take a spirit effort, so often destroying it means that the spirit will not be meddling in the affairs of mortals with for a while.



The great variety of spirits found within the world's myriad religions all exist; this is a fact. However, what actually is a god, and what is worthy of worship is a whole other matter than simply what spirits and other sorts creatures do or don't exist. Different faiths, of course, answer these questions differently.

As far as the vast majority of the Italian populace is concerned there is one God, and numerous pretenders. The player characters may be representative of the majority of Italians in their religious views, or they may hold different ones. Either of these options can make for interesting characters.

What is Death to a Spirit?

Avatars can be destroyed, but actual spirits cannot be. However, spirits can be “killed” in their native realm, or while in any other dream realm for that matter. Death does not mean the same thing for a spirit as for a living flesh and blood being though. Spirits may, when slain, be dispersed, or they may transform. If, for instance, a spirit of fertility is slain, it may descend to the underworld and transform into a spirit of death. If a spirit is simply dispersed, it does not change, but temporarily is rendered unable to interact with anything while it undergoes a period of healing. The more powerful the spirit, the longer this period of healing takes, and the most powerful spirits can take a great many years to heal.

A Desperate Deal

Spirits have one last way to handle being “killed”. Rather than being dispersed or destroyed, they can make a deal with the one who has inflicted enough damage to slay them. Once they do so, the spirit neither transforms nor is it dispersed, but it is supernaturally bound to uphold the deal it has made.

Avatars, Anchors, & Possession

Spirits in Asiyah without a host

A spirit's avatar cannot exist in the material realm for long; their ka does not renew while in the material realm, and every single scene they linger within Asiyah they lose a point of ka.

Once they run of ka, an avatar can no longer sustain its form, and the spirit's avatar is destroyed.

Avatars without a host are also comprised of aether, and have all the usual qualities of that substance. Notably, aethereal entities only take half damage from material attacks, and material beings only take half damage from aether.

Anchored Spirits

In order to avoid the problems that aethereal entities have existing in the material realm, spirits must either have some source of ka to constantly draw upon or gain an anchor. An anchor is an object, creature or person which the spirit possesses. An ideal anchor is something which resonates with the spirit's nature; that is, it has something to do with what the spirit is the spirit of, and is of appropriate quality. The more powerful a spirit is the higher quality the item must be in order to serve as an anchor. A weak spirit of earth might be able to use a simple earthen sculpture as an anchor, but a very powerful one needs something more; a statue which is a masterpiece of art or something made of precious stone will suffice.

Most spirits, however, prefer living intelligent beings as anchors, and celati or humans (at least if they are preternatural or Children of Albion, mundanes are less interesting) draw spirits seeking an anchor to them like moths to a flame.

Animals can also work, but only creatures for which the spirit has sufficient affinity will do (a spirit with an affinity of wolves, for instance, could use a wolf to anchor itself).

Possessing an appropriate inanimate object can be done with no difficulty on the spirit's part, but possessing a living creature requires a contested Will check between it and the host (pg. 80).

Spirit Possession & the Resistance thereof

To possess a person or creature, a spirit uses Will with the Overcome action, and the desired host uses Will to Defend. If the host fails, the spirit possesses them. If the spirit fails, they cannot attempt to possess the host again until the next scene.



Some spirits exert more powerful influence over their hosts than others. Some spirits take complete control, while others leave the host at least partly in control, and may act more as a voice in the host's head.

Most spirits can use their supernatural abilities while within their host, or even take on an inhuman form that resembles their avatar.

Sometimes spirits will let their host access their abilities for themselves. Occasionally a possessed mortal may find that, whether the spirit wants them to or not, they can access the spirit's powers for themselves. Spirits often behave like parasites towards their hosts, but some are more symbiotic.

Spirits can leave their hosts at will and end the possession unless the host is in control or the spirit is bound to the host by magic.



Exorcism

Within the first scene of possession, a spirit may be expelled from the host simply by the use of some object strongly disagreeable to their nature (such as pouring holy water on a demon for example). The spirit must make a Will Overcome skill check vs. Good (+3) or will be exorcised from their host, and unable to repossess them for a full day. If the spirit fails by two steps on the ladder or more, things are even worse; they are sent back to their native realm immediately. If the spirit succeeds it is then firmly planted in its host, as if it has been there for more than a scene.

If the spirit has been possessing the host for longer things are not so simple; the expulsion of a spirit at this point may be a real quest of its own.

Anchor/Host Qualities

Poor: these are anchors which only have a tenuous connection with the spirit's nature, or are simply not impressive enough to properly house a creature of its power. Spirits using these anchors do not lose ka each scene, but don't regain it automatically either, so they must get it from some other source. If the spirit runs out of ka they are dispersed. True mundanes also count as poor quality hosts.

Good: these anchors are appropriate for the spirit's particular nature. They do not lose ka while residing within the anchor, and their ka is completely renewed once each day. If the spirit runs out of ka they are not dispersed, but the host may attempt to regain control and either purge the spirit from their body or simply become the dominant inhabitant when this happens. Celati, Preternaturals and Children of Albion count as good quality hosts.

Enchanted Places

An enchanted place is somewhere that the veil is worn thin and a connection to another place or time is forged. Such places change and take on traits associated with wherever it has formed ties to. Within an enchanted place, the genius loci (spirit of the place) becomes awakened. Beings can cross over from other worlds into these places; they are havens for magical beasts and other strange things.

Technically all enchanted places have some tie to the Aethereal shore, and the most common ones have ties to nowhere else beyond that. The second most common Aethereal places also have ties to another enchanted place somewhere else on Asiyah.

Though enchanted places that go from one place to another on Asiyah can be used for travel, they are usually unreliable, and thus a poor choice for usage as trade routes. They tend to be unpredictable, changing where they link to in a chaotic way, and possibly even dumping people somewhere deadly for human life.

The other relatively common enchanted place is that which connects to one of the mythic realms. Usually, the realm which an enchanted place is connected to is one with which the region has cultural ties. Thus, Italy or Greece is more likely to have enchanted places associated with Olympus or Hades than to the Duat of the Egyptians or Valhalla of the Norse. These realms are not material in nature; as spiritual realms, they are akin in nature to dream. Falling asleep in such an enchanted place can be very dangerous, as the dream-selves of the sleeping may be pulled into the other realm. Those who are unskilled at dream travel risk not being able to awaken without the aid of someone more experienced.

Sometimes enchanted places may connect to different times or even alternate reality versions of the world. More rarely they instead have connections to some altogether alien place. The existence such enchanted places is usually very fleeting, and because of this beings from beyond may enter Asiyah and become

cut off from their own world when the enchanted place returns to normal.

Aspects & Enchanted Places

Enchanted places should be given aspects representing their ties to another place and their intrinsically magical nature. Since the place's genius loci is awakened in all cases **"Awakened Genius Loci"** or something else to represent the spirit of the place is a good aspect to have. Aspects such as **"Haunted"** or **"Hell-tainted landscape"** can represent where such places are connected to. Other strange things like **"Unpredictable Gravity"** or **"Always Night"** may be appropriate as well.

Genius Loci

Genius loci are spirits of place. Most places include an entire ecosystem of animistic spirits. There are spirits of plants, rocks, streams and so forth. Genius loci refers to the most powerful of these spirits which spans the entire place, making it something like the head of a local pantheon.

Genius Loci Abilities

Genius Loci *are* their locations and all awakened genius loci are capable of some degree of terrain manipulation. Dropping little hints that there's a spirit watching the players is one way of handling genius loci. If characters do manage to get the genius loci on their bad side the game master can have the very land itself turn against them. Having all manner of "natural" hazards get in their way is one way to reflect this. Sending other spirits or magical beasts after them at the behest of the genius loci is another.

The Genius Loci's Heart

Every genius loci has a heart, which is the place where its power is most concentrated. This heart is also the one place the genius loci is most vulnerable. Destroy a genius loci's heart, and you slay the spirit. The heart of a genius loci is usually a noteworthy landmark, such as an unusual grove of trees.

The heart is generally guarded in some way, possibly by dangerous magical beasts or other spirits loyal to it.

Occasionally a genius loci's heart is instead a particular animal, or even a person whom they have possessed. The heart of a genius loci, however, cannot leave its land, even if it exists within a creature.

The Results of Slaying a Genius Loci

Genius loci can be slain, and the end result is that the being is no longer a genius loci.

Most enchanted places' genius loci are the original spirit of the locale, which after having slumbered since the Age of Legends ended, have finally awakened once more. True original genius loci* and other spirits of place are of fae nature, and when slain they move on to The Faery and are reborn there.

If the genius loci is slain, usually another spirit will step in and become the new genius loci. If no spirit takes over, things go very badly. Locations without a genius loci become anti-magic zones, and worse than that, they become barren wastelands with life draining properties.

*Other types of spirits can move in and become genius loci too, even angels of the Sephiroth and demons of the Qliphoth.

Magical Beasts & Enchanted Realms

Magical beasts tend to be drawn to enchanted realms. These creatures are of diverse origins and sorts, but all of them enjoy being in places where the veil is worn thin. Below is an example of one creature which may be found in enchanted realms, especially those with ties to Greco-Roman dream-realms; the cockatrice. These little draconic creatures can cause plenty of trouble when away from enchanted realms where they will find themselves starving for magical energy. Other creatures from beyond can also enter our world through enchanted realms, such as the Hound of Tindalos.

Cockatrice

This small draconic creature has the features of both rooster and reptile. Cockatrice are notorious for turning people to stone; in fact, the creatures have a strong instinctive desire to make statues. Cockatrice, in addition to eating insects and other small animals, feed on magical energy, which they are capable of siphoning from those so transformed.

Cockatrice are to chickens as lacerta are to humans. These creatures are birds altered by the strange dreams of the dragon gods. These little dragonspawn are cunning by chicken-standards, but only of animal intelligence.

Cockatrice have an instinctual fear of members of the weasel family, who are immune to their gaze, and find cockatrice to be exceptionally tasty. Since cockatrice can shapechange to appear as normal roosters, they often hide amongst normal flocks of chickens.

Cockatrice

Aspects

High Concept: Little Dragon-Chicken

Trouble: Fears the Weasel

Instinct: To Create Statues

Other aspects: Small but Deadly

Skills

Good (+3): Will

Fair (+2): Fight, Athletics

Average(+1): Lore: Nature, Notice

Stress Tracks: physical: 2, mental: 3.

Ka: 4

Cockatrice Stunts

Stoney Gaze

The cockatrice can turn a character to stone with its gaze. To do this, the creature makes a Will Attack check vs. the target's Physique Overcome check. If successful the target is turned to stone for a scene. They may attempt to break free of the ability's effect every round. If the cockatrice succeeds with style then the target is permanently turned to stone.

Just a Chicken

The cockatrice can transform into the shape of a seemingly mundane chicken.

Avian

The cockatrice is capable of flight and has keen vision like most birds. It gets a +2 to notice checks which involve vision.



Hound of Tindalos

The Hound of Tindalos is an alien entity that is drawn to temporal anomalies. They are rare enough that those mages who practice time magic often write off such creatures as fables meant to scare them away from “flying too close to the sun.” Alas, the Hounds are very real.

These creatures look only vaguely canine. Their sinewy bodies are fleshless and are comprised of many sharp angles. The Hound has a sharply barbed proboscis which is used to drain victims of their very place in time itself. Almost always those who knew the victim will find holes in their memories of them. Victims may even be entirely forgotten, with time altering itself as if the victim never existed. The Hounds typically hunt in packs of three.

Hound of Tindalos

Aspects

High Concept: Creature from the Angles of Time

Trouble: Cannot Enter a Circle

Instinct: Relentlessly Hunt those Associated with Temporal Anomalies

Other aspects: Of Strange Dimensions, Cunning Pack Hunter

Skills

Great (+4): Fight

Good (+3): Notice, Physique

Fair (+2): Will, Stealth

Average(+1): Lore: Nature, Lore: Occult

Stress Tracks: Physical: 4, Mental: 3.

Ka: 4

Hound of Tindalos Stunts

Angular Travel: The creature can walk right through anywhere that there is an angle, and teleport from one angle to another one which is within one zone. They can bring objects, and other creatures, with them.

Natural Attacks: The Hound has sharp claws, teeth, and a proboscis which have weapon rating of 2. A being killed by the proboscis is drained of temporal energy and erased from time.

Supernatural Tracking: A Hound almost always knows where its quarry is, at least roughly. The Hound can choose one person to be its current favored quarry. Unless the target is protected from dimensional magic with at least a tier 3 spell, the hound will always know where the target is, with the accuracy of within 3 zones.



Into the Great Beyond

Figments and Echoes in the Great Beyond

Figments and echoes are two very similar sorts of beings. Figments are formed of dreamstuff, and exist in the dream realms while echoes are a type of aethereal entity which exists in the Aethereal realm.

Neither echoes or figments have souls, nor are they true spirits. These beings are more akin to automatons and are incapable of truly learning or growing in the way genuinely aware beings do.

Echoes and figments typically have some manner of routine which they follow, or at least, a rather limited range of behaviors that they will engage in. For example, an echo of a woman who died by falling off a cliff will go through the routine of walking up to and falling off the reflection of that cliff every day in the Aethereal realm.

Figments in the Dream Realms

The vast majority of things encountered in a person's personal dream space are figments created by the mind of the dreamer. Most figments which are created by human dreamers are not intentionally created, instead, they manifest as a reaction to a person's thoughts, emotions and imagination.

Echoes in the Aethereal

Aether is reactive to especially strong emotions, such as extreme fear, hate or love; it is from these things that echoes sometimes arise. Other echoes exist as an aethereal reflection of denizens in the material realm. Thus, the forests of the Aethereal are often populated with echoes of the creatures who do, or once did, live in such places. Since echoes of people both living and dead exist in the Aethereal it can be sometimes hard to tell if you are encountering the genuine ghost of a person, or just their echo.

Especially old echoes do evolve as well. Very slowly over their many iterations the routines of echoes become corrupted into stranger behavior.

Where the Imagined Becomes Reality

Players adventuring in the Aethereal or in Dream realms may figure out that things they imagine can be made a reality. This can be handled with a Will skill check using the Overcome action.

Typical difficulties for creating an aethereal/dreamstuff object or a figment/echo

In a Dream Realm: Good (+3).

In the Aethereal: Great (+4)

Altering your own form (Dream realm only): Great (+4)

Altering someone else's form (Dream realm only): vs. the target's Will Defense check, if they resist, but must also get at least a Great (+4).

Difficulties may be adjusted as appropriate for the circumstances. The more complex the figment being created is, the harder it should be to create.

Since dreamstuff and Aether is emotionally reactive, fun can be had with echoes and figments (pg. 89) reacting as to the character's present emotional state.

The Echo of a Drowned Man

High Concept: The echo of a drowned man

Routine: The drowned man only appears at dusk along the shore of a river in the Aethereal realm. Suddenly it will appear as if the man has been knocked unconscious by some invisible force, after which he is dragged into the river by unseen hands.

Skills

This Echo has no noteworthy skills.

Stress: 1 box. 2 shifts and they are out.

The Figment of a Songbird

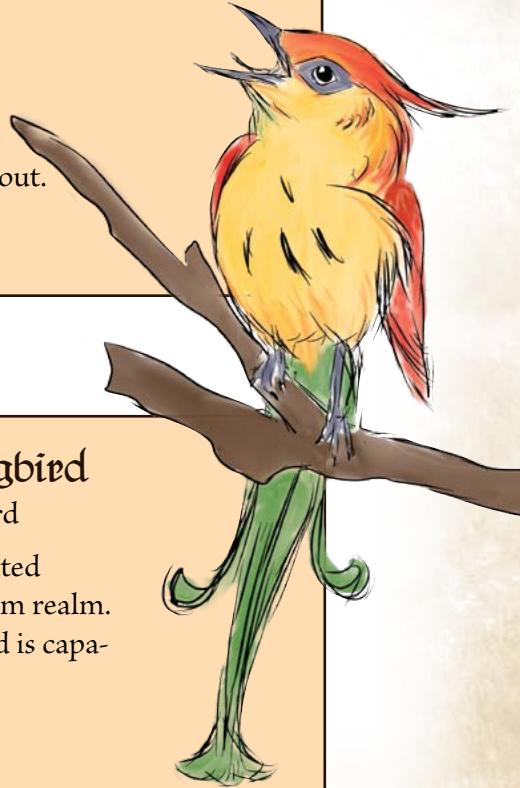
High Concept: Pretty little songbird

Routine: The bird is a figment created intentionally by a denizen of a dream realm. This bird will sing on command and is capable of little more.

Skills

Fair (+2): Art (singing only)

Stress: 1 box. 2 shifts and they are out.



The Tohu Chaos

Aspects: Primordial Chaos, Of Impressionable Substance

Tohu is sometimes referred to as The Tohu Chaos, or just The Chaos. Tohu in its pure state is the original state of all, a primordial chaos.

Tohu is sometimes equated with the concept of Apeiron, as well as places like Ginnungagap in Norse lore or Nu in Egyptian lore.

The thaumaturgy which true mages practice is connected to the Tohu, though the nature of this connection is not fully understood. True pure Tohu existing exactly as it was found before the creation of the multiverse is unlikely: to some degree, it has all become corrupted from its original state.

When the chaos first is arrived at it appears to be a wild constantly shifting mass of colors, sounds, and nearly incomprehensible forms. The Tohu will manifest landscapes and creatures unpredictably, or it may react to the current thoughts and emotions of the visitors.

Figments in the case of its dream-world version, and echoes (made of Tohu instead of aether) in the case of the physical version, can be created here just as in the dream world using the rules on pg. 90.

Journeying to the Tohu Chaos

Getting to the dream-world version of the Tohu works like travelling to any other dream realm (pg. 127). Getting to the physical place can be done with potent dimensional magics or finding an enchanted place with ties to it.

Surviving the Tohu Chaos

The Tohu Chaos is an exceedingly dangerous place to go. It exists both physically on the very fringes of creation, and on the fringes of the dream world. Visitors to either the physical, or dream-world versions of the place risk being reduced to monstrosities of pure chaos, unless they can keep a strong stable vision of themselves constantly in mind. This requires a Will & Physique check vs an “attack” from the chaos upon their body and mind (it has a +4 to this attack). This must be repeated each scene. Failure means the characters body and mind begin to become warped by the chaos. If the Tohu chaos manages to take them out what remains is a horrific oozing chaos. Even the bodies of dreamers visiting this place are impacted by it. It’s quite rare that people go to this place intentionally.

Tohu Substance

Aspects: Impressionable Substance, Consumption Causes Unpredictable Changes

The substance of this place can be collected and brought back, assuming the physical Tohu has been travelled to. If consumed the substance will disrupt a creature’s form unpredictably. If the substance is consumed the character must make a Great (+4) or better Physique Overcome check. If they fail roll on the chart Tohu mutations chart to determine the outcome, or make something up. The effects are permanent if the character fails by more than 3 steps on the ladder, otherwise they last for 3 scenes (a few noted exceptions aside).

The Tohu substance can also continue to be shaped into different forms once removed from its place of origin.

Tohu Mutations Chart

-4 The character becomes a voracious multicolored ooze.

-3 The character's body parts randomly rearrange themselves. Arms and legs getting swapped is about the least unpleasant thing they have to cope with...

-2 The character becomes a small cute animal.

-1 The character becomes an infant.

0 The character is healed of any mental or physical consequence they are presently suffering. They do not regain the consequences after 3 scenes.

1 The character's arms are replaced with wings.

2 The character changes gender.

3 The character loses all supernatural abilities.

4 The character goes insane, suffering an extreme mental consequence. This consequence doesn't simply go away after 3 scenes.

The Aethereal

Aspects: The World Between, Where Myriad Spirits Dwell, A Strange Reflection of the World

The Aethereal exists in a state that is somewhere between physical and spiritual, as such it acts as an intermediary through which the two can interact. From the substance of the Aethereal realm spirits can form avatars in order to interact with a more physical existence.

Likewise, flesh and blood beings cannot physically enter spiritual realms of existence, but they can walk right into the Aethereal because it does share sufficient properties in common with physical existence.

The Aethereal shoreline is the closest to physicality, and in fact, all material worlds have their own Aethereal shoreline. Most who venture to the Aethereal from Asiyah never go beyond it. The Aethereal shoreline is in many places a strange reflection of the physical world, with its own versions of places found in Asiyah, from forests to buildings and so on.

Places which have no strong emotional resonance or anything else of particular importance to them may appear dull and faded while other places will appear in ways that exemplify what is important about them. A torture chamber becomes a place where dangerous spirits lurk feeding upon the suffering of victims as it bleeds into the Aethereal. The structure itself becoming warped, a place of sharp blades, hooks, and barbs. A temple to the Ancient Sun God Apollo looks more glorious than it did on the day it was first built, and absolutely glows with the light of the sun.

In other locations, however, places which have not existed in great lengths of time replace what is there now. Thus, ancient seas that have long since dried up in the Asiyah may still exist in the Aethereal.

The Aethereal is inhabited by a wide variety of aethereal entities including many ghosts who have become trapped there for one reason or another.

Beyond the shore lies the sea, and the deeper into the Aethereal sea one goes the less it resembles the material world. Going too deep into the Aethereal sea lies certain death (or so it is believed), as beyond a certain point no living being has returned.

Aether

Aether is an other-worldly substance. It is not of the material world, and yet, it can impact the material world, and even be brought into it. Aether in its pure state appears to be a luminous mist, however, it can take on liquid or solid state as well.

Aether takes only half damage rounded down (possibly even to 0 shifts) from the attacks of physical objects and material beings. Likewise, aether only deals half damage (also rounded down) to objects made of true matter. Physical objects will very slowly pass through even the most solid manifestations of aether.

Aether is incredibly light, even when it forms solid objects. Such objects weigh roughly half as much as they would otherwise. When it is in its ordinary mist state aether weighs no discernible amount.

Aether's other unique property is that any being which breathes any manner of gaseous or liquid substance is capable of breathing aether with ease so long as it is not in a solidified state.

While aether can exist in the material realm, it cannot last there forever, generally dissipating in no more than a scene after it is brought over.

Getting to the Aethereal Realm

There are three ways to get to the Aethereal Realm. One is via magic, using the Medium Path, this requires casting at least a tier 2 spell. The second option is to find an enchanted place with a strong connection to the Aethereal realm and to seek out a portal. Finally, some creatures have supernatural abilities which allow them to travel between Asiyah and its Aethereal shore and possibly take others along with them.

Leaving the Aethereal realm works much the same way as going to it.

Surviving in the Aethereal Realm

The Aethereal realm is a place where true wonder and horror can both be found in abundance, and so too can peril. Not all its denizens are hostile, but even the well-meaning ones often have little understanding of mortal wants or needs, and this alone can make them dangerous.

Filling basic needs in Aether is tricky; the delicious looking fruit and clear flowing water is not necessarily what it seems, although, flesh and blood beings can sustain themselves to a point on things found in the Aethereal.

Aethereal Wilt

Flesh and blood beings are not meant to live in the Aethereal or consume Aethereal food and drink, and any such being who does so risks suffering from the condition called Aethereal Wilt. Once afflicted with Aethereal Wilt a person will find their body begins to wither away, they become increasingly transparent, thin and weak. Only once a person leaves the Aethereal realm can they begin to heal stress and consequences caused by Aethereal Wilt without magical aid. Returning to the Aethereal realm before healing completely will result in the Wilt beginning to progress again.

After days in the Aethereal realm equal to how many physical stress boxes they have, characters must make a Physique skill check (using the Defend action) of Average (+1) or better. If Aethereal food or drink is consumed, then the difficulty of the Physique check begins at Good (+3) instead. If the character fails the Physique check, then they take a point of physical stress. This Physique check must be made every day after the first, and each time it fails, the next one increases in difficulty by 1 on the ladder. Characters taken out by this accumulation of physical stress become ghosts haunting the Aethereal.

Lemures (Ghosts)

The spirits of those who have died, but for whatever reason, can't move on, become lemures. Lemures will often seek out places which have a strong emotional resonance for them, and haunt its reflection within the Aethereal. A murder victim may haunt the place where they were murdered, the lemure of a child may haunt their family's home. Places which a lemure has an especially strong emotional connection to can serve as anchors for them.

All lemures have an instinct based on their particular reason for becoming a restless spirit to begin with. Even those lemures which were good and kindly people in life will often become dangerous, willing to do almost anything in service to their instinct.

Lemures tend to develop abilities which tie into their instinct and to the cause of their death as well.

The Spectral Ferryman of Venice

In life, the Spectral Ferryman was a serial killer, who murdered several of his passengers. He was not caught, but one of his passengers turned the tables on him and killed him instead. Ever since the Spectral Ferryman has haunted some of the loneliest canals of Venice at night. Like other lemures, the Spectral Ferryman loathes the light of day and only emerges to continue seeking victims after the sun has set.

The Spectral Ferryman's anchor is the very same gondola he used in life. During the day, he is incapable of manifesting separately from the gondola and inhabits it instead.

Nothing would please the Ferryman more than finally drowning the man who killed him.

Description: The Spectral Ferryman appears as a slender man in his mid 20's, but of deathly pale complexion and slightly transparent. His eyes glow with a sinister light.

Spectral Ferryman

Aspects

High Concept: Spectral Ferryman

Trouble: Loathes the Light

Instinct: To Drown all Those Who Board My Gondola

Other Aspects: Fears the Light of Day, The Canals of Venice are Home

Skills

Good (+3): Sailing, Fight

Fair (+2): Provoke, Stealth

Average (+1): Deceive, Lore: City, Athletics

Stress Tracks: Physical: 2, Mental: 2

Ka: 4

Spirit: Has all the typical traits of spirits (pg. 79)

Spectral Ferryman Stunts

Ghostly Flight: The spectral ferryman is capable of wingless flight.

Drowning Curse: The spectral ferryman can spend a point of ka to cause a target's lungs to fill up with water. The target can Defend with a Physique check of Fair (+2) or better (which if the first fails they can continue to make each round). If they fail they take one physical stress each round, until they finally successfully defend, or drown. So long as the target is under this ability's effect, they suffer the situational aspect "Drowning" which grants the Spectral Ferryman one free invoke.

The ferryman's Drowning Curse is harder to resist for anyone who is on his gondola. Defending against this ability then requires a Great (+4).

Ferryman's Lure: The ferryman has a hypnotic ability, which can be used to entice potential victims onto his gondola. Using this ability requires the ferryman to gaze directly into the target's eyes, and the target can make a Will Defense check vs a Good (+3) or better to resist. If successful the target, unthinkingly, boards the gondola.

Dream Realms

Why does the eye see a thing more clearly in dreams than the imagination when awake?

- Leonardo da Vinci

The myriad dream realms (also called spiritual realms) are the true home of spirits. They exist beyond the personal dream realms of living beings, and skillful dreamers may enter at least some of these (pg. 127).

In each of the dream realms the Great World Tree appears. In many realms The Tree is so vast the top of it cannot be seen, and no matter how long a traveller journeys towards it, The Tree never becomes any closer.



The Faery

Realms of the Ancient Gods

The Faery is a vast collection of different spiritual realms occupied by fey spirits. Some dream travellers even claim to have encountered the ancient gods in their domains amongst Faery.

Most realms within Faery have a chaotic aspect which responds to a person's thoughts and emotions, the exception being in a minority of realms where the primary deity is one very strongly associated with law and/or stability. People who venture into faery for too long risk succumbing to amnesia. Once a dream traveller loses their last memory of the waking world, they never awaken again.

In some places a Faery realm may be more strongly influenced by the primal Tohu Chaos, and its form is much less stable. In such places passions run even more wildly and unpredictably.



The very edges of these wild realms of Faery bleed into the Tohu Chaos and dissolve away.

This plane includes many places, ranging from Tir Na Nog, to Asgard, Olympus and many others.

Circe's Island

Aspects: Lush Forested Island, Awakens the Beast Within, Plentiful Enticing Food, Domain of the Sorceress-Queen

The Greco-Roman otherworld is comprised of several connected subrealms, and among these is Circe's Island. Her island is a wild paradise of most pleasant Mediterranean climate.

Along the coast are lovely villages, in which, strangely enough, no people are to be found. Instead, every manner of creature can be seen living peacefully in the village. Not a single beast will be hostile to the visitors unless provoked. The villages remain stocked with plentiful and enticing fresh food.



Further inland are lush forests and vast grasslands, leading up to the mountainous center of the island which is capped with snow.

Nestled within the forest is Circe's glorious estate. Circe will never appear so long as any being that is not a beast is within the estate, though long ago she would make appearances to entice humanoid visitors. The doors to her estate are always open to allow visitors to venture freely within.

The plentiful food on the island is enchanted, and anyone eating it must make a Will Defense check vs. Good (+3) or better. If they fail, the person's dream-self will become the type of animal that best reflects their nature. If a dreamer so transformed is awakened then their physical body remains unchanged, but their mind will stay that of a beast. Whenever such a person sleeps, their dream-self will return to Circe's realm. It is only once all such visitors have become beasts or left, that the Witch Goddess herself will be found on her island.



Sitra Ahra

Sitra Ahra is a great collection of spiritual realms where the demons of the Qliphoth are native. Sitra Ahra is the very embodiment of spiritual darkness and terror, of dark truths and torment. Each realm is occupied by numerous fiendish creatures, each dominated by a particular Qliphoth, and demon lord, or possibly competing lords.

Within every realm of Sitra Ahra the Tree of the Qliphoth (also called the Tree of Death) can be seen. In Sitra Ahra the tree is twisted, though in what way depends on which particular realm it is viewed from.

Sheireil the Black Labyrinth of Sathariel

A Realm in Sitra Ahra

Aspects: Infused with Void, Place of Darkest Truth & Most Terrible Lies, Madness Lies Within, Labyrinthine Hellscape

Sheireil takes the form of a black labyrinth. To progress through the labyrinth chaotic riddles must be answered, powerful illusions broken and lies unraveled to reveal dark truths. If a magician makes his way through the black labyrinth of the Sathariel he will become enlightened to the true horror of existence, and gain great magical power.

This realm is constantly shifting, and full of many dangers, which may appear either to be physical or purely psychological. It is an innately confusing plane, and dreamers who venture through the Labyrinth are at dire risk of becoming forever lost within it.

This realm is where the fiends known as the Sathariel are native. As far as who the demon lord of this realm is, only those who make it to the very center of the labyrinth, a place even most of the native fiends don't make it to, can say for sure. Its lord keeps itself a mystery, manipulating its forces from afar. Some sources claim the lord may be Baphomet, a dualistic being who is both angel and demon.

Sathariel Demon

This Qliphoth demon is native to the Black Labyrinth of Sheireil in Sitra Ahra.

These demons are masters of deceit, and forbidden knowledge. Sathariel demons appear as humanoids with the features of goats, bulls and other such creatures. Their forms are often brutish and powerful, though they may be rotting or even skeletal in places. Feathered wings or leathery wings are both common amongst them.



When Sathariel demons venture to the material plane, they prefer to take hosts who are willing. In particular, they favor mages who covet forbidden knowledge, and those who place the pursuit of knowledge above their own sanity and the well-being of others. These demons are quite willing to make deals which encourage such behavior, but as knowledge is something which must be suffered for, they do what they must to assure gaining it isn't too easy.

Sathariel Demon

Aspects

High Concept: Demon of the Black Labyrinth

Trouble: Speaks in Riddles & Lies

Instinct: To Challenge the Seeker of Truth

Other Aspects: Minotaur-Like Fiend

Skills

Superb (+5): Lore: Occult

Great (+4): Deceive, Will

Good (+3): Physique, Fight

Fair (+2): Lore: Academics, Provoke

Average(+1): Rapport, Empathy

Stress Tracks: physical: 4, mental: 3

Ka: 17

Spirit: Has all the typical traits of spirits (pg. 79)

Sathariel Demon Stunts

Path of the Black Maze: Treat the demon as having the Death and Dimensions paths at tier 1. However, the demon uses Will to cast.

Qliphoth Affinity: The demon is healed by the energies of the void, and any Attack spells in the death path. However, the creature is harmed by life energy, including that created by the life path.

Deadly Horns: The demon has sharp horns like those of a bull. These huge horns give it a weapon rating of 3.

Minotaur Rush: The demon can charge an opponent to inflict damage with their horns. If they also succeed with style while using this attack, the target is knocked over and takes on the situational aspect “prone,” until they get back up. The demon gets one free invoke of this aspect.

Natural Armor: the thick hide of this fiend provides it with an armor rating of 2.

Sathariel's Curse: The Sathariel can inflict a curse on the victim which causes them to be unable to speak plain truth at the most inconvenient time. The victim instead speaks in riddles, half-truths, and lies. The Sathariel's target must make a Will Defense check vs. Great (+4) to resist falling under the sway of the curse. The curse lasts for a scene, unless the Sathariel spends a Fate point, then it is permanent unless some way to remove it is found. Sathariel can also implant their curse into an object, and activate it at will, causing it to either target everyone in a zone or just the current individual handling it.

The Supernal Realms

While Sitra Ahra is the embodiment of spiritual and psychological darkness, and corruption, the Supernal is the embodiment of higher concepts, the higher self, and purification. The Supernal consists of the various celestial realms where angelic beings hail from.

There are nine Supernal Realms, which the ancient nephilim and Kabbalistic traditions equate with the nine of the ten Sephiroth (Asiyah equating with the remaining one). The highest Supernal realm is Keter, which no presently living dream traveller has been able to enter.

Experienced travellers to these realms have learned the angels found in the other Supernal realms cannot enter Keter either. Some travellers have concluded that these angels are actually those which did not fall so far as their Hellbound or Asiyah-bound kin, but have been tarnished enough that they are banned from the true heaven that is Keter.



Luna

A Supernal Realm

Aspects: Heavenly Moon, As Above So Below, Truth is Written in the Stars



Luna is the Supernal realm which exists just above Asiyah, and is the realm of Yesod. The surface of this realm is comprised of dusty rock with a pale silvery coloration and it is covered in craters. The realm goes through day and night phases, radiating a very soft and silvery aura of light for a time until darkness creeps over the landscape. No matter what phase the realm is in, the stars can be clearly seen.

Luna, as the name and even appearance, might suggest, has a connection to some of the concepts associated with the moon.

The predominant angels here are those of Yesod, also known as the Malakhim. These are dynamic beings which regulate the motion of things according to a greater cosmic plan.

The angels of this realm may take an interest in any mortal souls that venture there, variously acting as helpers or as adversaries.

Though this place has many lessons to teach the new initiate to the mysteries of the Supernal realms, the primary one is that of understanding and accepting the proper course of things as

according to the divine plan, and the connection of “that which is below to that which is above.”

Yesod Angel

This graceful humanoid appears to have been sculpted from the fabric of space, and its massive bird-like wings are forged from light.

Yesod Angel

Aspects

High Concept: Angel of the Starry Void

Trouble: All Things Must Follow the Divine Plan

Instinct: To Maintain the Proper Course of Things

Other Aspects: Fate is Written in the Stars, As Above so Below

Skills

Superb (+5): Will

Great (+4): Lore: Occult

Good (+3): Lore: Academics, Rapport

Fair (+2): Athletics, Notice

Average(+1): Empathy, Physique, Lore: Nature

Stress Tracks: Physical: 3, Mental: 4

Ka: 17

Spirit: Has all the typical traits of spirits (pg. 79)

Yesod Angel Stunts

Path of Stars: Treat the angel as having the Wyrding path at tier 1. However, the angel uses Will to cast, and cannot use Wyrding to cause things to happen, but can see and take advantage of things that will happen.

Angel of the Cosmos: The angel gets a +2 to any rolls dealing with knowledge of the seasons or stars.

Shining One: The angel can manipulate light, creating simple globes to provide illumination, or creating a blinding bright flash. This light can be used for any of the four Fate Actions, but attacking with it costs the angel a point of ka, and allows the angel to create searing light with a weapon rating of 2. The light counts as both fire and divine damage.

Angelic Flight: The angel has wings formed of light, and can fly swiftly, moving up to 3 zones in a conflict without any Athletics check, assuming that there are no aspects which would restrict movement.



Chapter 3: Characters & Groups



Player Character Groups

Player characters are not isolated individuals; they are members of a group. Defining the player character group helps build cohesion between its members. The Renaissance world of Asiyah offers many possibilities for what sort of group to build together for your characters. Regardless of the final choice for group identity, the nature of the group should be one that lends itself to some combination of exploration and dealing with faction politics and intrigue. Different groups will emphasize one or the other to a different degree.

Aspects

Creating a group is much simpler than creating an individual character: all you need to figure out for them is two aspects: a **Mission**, and a **Trouble**.

The Mission Aspect

The group's Mission is roughly equivalent to the High Concept aspect which individual characters get; it is the group's primary purpose.

Sometimes a group's purpose is stated in its name; in this case using the group's name as its Mission Aspect can work great. Other times working a mission statement down until it is only a short phrase is the way to go.

The Group Trouble

The Group Trouble Aspect defines a collective issue that the group is dealing with. A rival of the group or some problem which impacts their reputation can work well as a trouble.

Compelling and Invoking Group Aspects

Players can invoke group aspects just as if they were aspects of their individual character. These aspects can also be compelled against the group as a whole or against any individual character in the group.

Groups do not have their own refresh or Fate points, thus in order to invoke them, a player must spend their own character's Fate points.

When compelled against the group collectively, every group member gets a Fate point. When compelled against just one group member, only that particular character gets a Fate point.



Changing Group Aspects

The best Mission and Group Trouble Aspects are ones that take a good while to resolve. However, eventually your group may complete its mission, or find its purpose is changing, or they may resolve their collective trouble. Once the mission is complete, and the trouble is resolved it is time to change it.

Group Examples

Exploration Companies

Exploration companies are the professional adventurers of Asiyah. While obviously these types of groups are an excellent player group choice for those who want to focus primarily on the exploration element of the game, they frequently will have patrons who hire them. Patrons are likely to be powerful nobles or factions with their own interests. Their associations with other influential people or groups is a natural way to get exploration companies involved in faction politics. For exploration companies, faction politics can take the form of a rival of their patron hiring a different exploration company.

Example Exploration Company

The Aetheric Exploration Company of Bologna

Mission: The Aetheric Exploration Company of Bologna

Trouble: They say we must be mad to venture there

Mercenary Companies

The Italian states seldom have much, if any standing army. Instead, the rulers of the states usually hire the condottieri to serve them.

Mercenary companies, despite their reputation for being brigands and of a treacherous nature (a reputation not entirely undeserved), can, within Italy at least, earn themselves a great amount of respect and influence.

Mercenary companies naturally become entangled in faction politics as they are hired by those in power, get involved in conflicts with rivals, and strive to gain influence for themselves.

Example Mercenary Company

The Hawkwind Company

Mission: The path to prestige is paved with blood

Trouble: A bunch of brigands at heart

Noble Houses

The noble houses and relatively new great merchant houses of Italy live right in the midst of all manner of political intrigue. They are surrounded by rivals, seek to gain allies, and strive to extend their influence into many areas of life including the arts, architecture, and exploration. There is plenty of politicking between members of these great houses, with each member seeking to advance their own position and interests within the house. Members of the houses may also embark on adventures in the hope of increasing their prestige.

Example Noble House

The Medici Banking Family

Mission: We will make Florence the grandest of cities

Trouble: Our enemies are numerous and diverse



Character Creation

Characters are created using the standard Fate Core rules, except as follows below.

Aspects

Characters have a High Concept and a Trouble as usual.

One of the character's aspects must be related to their species. This aspect represents who the character is as a human, lacerta, therion, nephilim, cambion or apeiron. The character's High Concept or Trouble can be used as the species aspect, or one of the character's remaining aspects can serve that purpose instead.

The 2-3 remaining aspects should be determined using the typical method found in Fate Core.

Languages

Characters start out knowing how to speak 3 languages. The player must also decide if it is appropriate for their character to know how to read and write in these languages. Most people are illiterate.

The Lore: Academics skill grants additional languages (see pg. 126), and some species get bonus languages.

Species

In Asiyah humans are not the only intelligent species. The available player character species are detailed more starting on pg. 134.

Weapons, Armor & Wealth

Handling wealth, weapons & armor is detailed further in the chapter on Equipment & Wealth (pg. 188). Leaves of Chiaroscuro also uses the weapon & armor ratings rules found in Fate Core.

Stunts & Refresh

Characters start with 3 stunts and 3 refresh. Additional stunts can be purchased by spending refresh as usual according to the Fate Core rules. Most Fate Core stunts are compatible with this game, and additional stunts are detailed in this chapter.

In addition, all characters get a single free stunt from their free species stunt list. Characters can only take species stunts from their own species' list (thus, for example, a human cannot take lacerta specific species stunts). Additional stunts beyond the first from the “free species” list may be taken, however the usual cost for a stunt must be paid.

The Problem of Power

Playing supernatural beings, mages, or more mundane folk, is all within the purview of this game.

It is best to decide during character creation whether everyone should have powers such as thaumaturgic magic at their command, or whether a more grounded group is desirable. What option is chosen impacts both the level of power of the group and the thematics of the game. Issues related to the supernatural become more personal or more about “the other” depending on the option chosen.

Mixed Groups

These groups include celati and mundane humans alike, and perhaps mages as well. Thaumaturgy works best in groups where everyone has it, or similarly potent abilities. If thaumaturgy is included in a mixed group then consider limiting it to tier 1, or consider using the “Subtle Art” from the Fate Toolkit instead.

Skill additions & Changes

The skills found within Fate Core are used, with some changes and additions detailed in this section. This section also includes new stunts which are listed under the skill that they are associated with. Fate Core provides several additional stunts as well as rules for creating your own.

The following is a complete list of skills for Leaves of Chiaroscuro. The ones marked with a * are new skills not found in Fate Core. Skills marked with ** are found in Fate Core but have notable changes. Page numbers are noted for where to find information on the new or changed skills. A few skills have been broken into multiple new skills: Drive and Lore.

Skill list	
Art* pg. 123	Lore: Nature* pg. 126
Athletics	Magicka* pg. 129
Burglary	Notice
Contacts** pg. 125	Physique
Crafts	Provoke
Deceive	Rapport
Empathy	Resources** pg. 130
Fight	Ride* pg. 133
Investigate	Sailing* pg. 133
Lore: Academics* pg. 126	Shoot
Lore: City* pg. 127	Stealth
Lore: Occult* pg. 126	Will

Glamoured Skills

The strange natures of celati, and those humans of magical or supernatural lineage touches their skills, giving them a supernatural edge.

Every character who is not a mundane human should select one skill. When using this skill, it behaves just as a normal skill, except if it succeeds with style, the player has the option of it behaving as glamoured, and then should describe something supernatural about its workings.

Finally, the skill can behave as glamoured in a way which is particularly convenient or inconvenient should the character's species aspect be invoked or compelled, making them a double edged sword. After all, there's times where a display of the character's supernatural prowess is rather undesirable.

Example: a cambion character uses Provoke to Create an Advantage. The cambion succeeds with style, and visions of supernatural darkness and torment flash before the foe's eyes, terrifying him. The player decides that Create an Advantage in this instance resulted in the situation aspect "I Fear for my Very Soul" being placed on the foe.

Art

Covers painting, drawing and other artistic pursuits. This skill is also used when determining the quality and worth of a work of art.

Art vs Crafts: Sometimes which of these two skills should be used is not immediately clear. If something mainly involves engineering or has primarily a scientific purpose use Crafts. If the goal is primarily to make something with aesthetic value or to make a statement of some sort, then use the Art skill.



Overcome: Art allows you to create, fix or improve works of art, whether paintings, musical compositions, poetry or something else.



Create an Advantage: You can use Art to create aspects representing features of a musical piece, painting, etc... which you can use to your advantage (for instance, Distractingly Beautiful, or Disturbing to Look Upon).



Attack: In some instances using Art to Attack is appropriate. For example, in high-stakes competitions where the reputations of the artists are on the line, the Art skill should be used with the Attack action. An artist could also attack someone with the Art skill by creating, for example, a work of art which demonizes them. The stress inflicted in either of these examples would be Reputation stress.



Defend: Art is not especially common as a means of defense. However, in some situations, such as in a high-stakes art competition, it is appropriate to Defend with Art.

Crafts in high-stakes competitions?

The same rules can be for high-stakes competitions between craftsmen as with high-stakes art competitions. However, use Crafts to Attack and Defend instead of Art.



Art Stunts

The Art of Attack Propaganda

You are an expert at creating art that is damaging to people's reputations. When you Attack using the art skill to damage someone's Reputation you deal two extra shifts of stress.

Artistic Forgery

You may use Art in place of Deceive when creating something, such as a disguise or forged document is involved.

Contacts

The Attack action is added to Contacts, along with a stress track called Reputation.

The Contacts skill can also be used as a simple stand-in for a character's contact's own skills when they are doing something on the character's behalf (*i.e.*, the player can roll their character's Contacts skill using the Attack action as if it were the contact's Fight skill).



The Contacts skill can be used to Attack using contacts who are loyal to the character. This action can be used as a way to represent what a character's contacts are doing, such as for instance, when attacking in combat, as well as usages of contacts to ruin another person's reputation (thus inflicting Reputation stress).

Reputation Stress Track

The Contacts skill gives you additional Reputation stress or consequence slots. Average (+1) or Fair (+2) grants a 3rd stress box. Good (+3) or Great (+4) grants a 4th stress box. Superb (+5) or better grants an additional mild consequence slot along with the additional stress boxes. This additional consequence slot can only be used for reputation specific consequences.

Sources of Reputation Stress

There are other possible sources of reputation stress beyond someone actively attacking your reputation.

Whenever a character does something which could harm their standing in society or their influence amongst their contacts, they should suffer reputation stress. The most obvious examples are getting caught engaging in illegal acts. Violations of proper etiquette are potential sources of reputation stress as well.

New Contacts Stunts

Noble Reputation

The reputation and influence of a noble is much more difficult to ruin than that of a mere commoner. You gain a +2 to the Defend action when using Contacts to avoid reputation stress, and also +2 to any recovery rolls made using Contacts to repair your reputation.

Undying Loyalty

There are a lot of very loyal people in your service. Because of this, you gain a +2 to the Defense action using Contacts when someone is working against you by targeting the loyalty of your contacts, such as by using bribery.

Lore

Becomes four separate skills: Beyond their more limited scope, these behave the same way as the Lore skill found in Fate Core.

Lore: Academics

Covers things a character would learn in a University, and “book learning.” This skill covers math, science, literature, and similar subjects. Lore: Academics includes knowledge of religion, with the exception of more occult religious subjects, for that use Lore: Occult.

Characters also get one additional known language for each point invested in Lore: Academics.

Lore: Occult

Used for identifying things related to magical orders, supernatural creatures, performing magical rituals and the arcane in general. Also used for the more occult aspects of religion.

Lore: Nature

Knowledge regarding plants and animals, and the identification of them. Geography and the ability to navigate and survive wild places.



Lore: City

Knowledge of locations, customs and people within the city.

Lore: City also covers streetwise. Streetwise is the ability to survive the mean streets and black market-related knowledge.

Lore Stunts

Because Lore is broken up into separate skills, some of the Fate Core Lore skill stunts are altered.

Dream Traveller

You know a ritual which allows you and fellow participants to travel to other realms via your dreams. This ritual takes an hour and requires using the Lore: Occult skill with the Overcome action.

Determining whether the needed components for the ritual can be attained via roleplay, or if simplicity is desired with a Resources skill check.

The following difficulties are some examples which can be used as guidelines.

Lore: Occult/Resources check difficulty

- Realm with ties to present enchanted place: Fair (+2)
- The Supernal realm of Luna (+4)
- Higher Supernal realms. Sheireil in Sitra Ahra: Superb (+5)

You can also aid other travellers in getting out of these realms and back to the waking world. You get a +2 to your Lore: Occult check when it is relevant to doing so.

Shield of Reason

You can use Lore: Academics as a defense against Provoke attempts, provided you can justify your ability to overcome your fear through rational thought and reason.

Specialist

Choose a field of specialization within a particular Lore skill. For example Demonology in Lore: Occult, or The Black Market in Lore: City. You get a +2 to all Lore rolls relating to that field of specialization.



Magicka

Magicka is used for the casting of thaumaturgic spells (see pg. 205) and determines how much ka a character begins play with.

Ka Points

All characters begin with a pool of ka points, which starts at 2. For each increase in the Magicka skill, a character gains 3 more points of ka. Thus a character with a magicka skill of Fair (+2) has 8 points of ka (2 points plus 3 for increasing the skill to Average, and then 3 more for increasing the skill up further to Fair).

Ka and Defense Against Magic

Ka can be used to gain a bonus to Defend against thaumaturgic magic. Spending a point of ka grants the character a +2 to Defend against a spell. More ka cannot be spent in order to further increase this bonus.

Magicka and Ka Stunts

Destructive Magic

You can spend an extra point of ka to increase the shifts of physical stress a spell used to Attack deals by one. However, this also increases the difficulty of the required Magicka skill check to cast the spell by 2.

If you succeed with style you may choose to have the shifts of physical stress increase by 2 instead of the usual benefit of succeeding with style on an attack.

Extra Ka

You treat the amount of ka you have as if your Magicka skill is one point higher. As a result you have 3 more points of ka than you would otherwise.

Thaumaturgy

Thaumaturgic magic is detailed in its own chapter starting on pg. 205.



Resources

The Attack and Defend actions are added to Resources, and a stress track associated with it is added, called Wealth.



The Resources skill can be used to Attack by throwing money at a situation. A character could for instance Attack an opponent by using their resources to buy out the opponent's business, or pay off the Condottieri that they have hired.



The Resources skill can be used to Defend by using wealth, in order to, for example, avoid having their business taken over, or people serving them getting paid off by a rival, and so on.

Wealth Stress Track

The Wealth stress track represents a variety of things, including most obviously money, but also the character's other belongings.

The Resources skill gives you additional wealth stress or consequence slots. Average (+1) or Fair (+2) grants a 3rd stress box. Good (+3) or Great (+4) grants a 4th stress box. Superb (+5) or better grants an additional mild consequence slot along with the additional stress boxes. This additional consequence slot can only be used for wealth specific consequences.

Wealth Points

Characters can represent their earnings with wealth points, and sell equipment (see pg. 201).

Purchasing Power

When a character makes a purchase, especially for more expensive goods, the GM should set a target number for the purchase. The player must then make an Overcome roll with their Resources skill. If the Resources roll beats the target set by the GM then the character is successful at making the purchase. If they fail the roll, the player can choose to treat it as a success anyways. This amounts to straining your character's resources. The character gets what they want, but they take Wealth stress equal to the result of the target number minus their Resources roll.

Recovering Wealth

Wealth stress does not automatically recover at the end of a scene like other stress does. Instead, characters must do something to eliminate wealth stress, otherwise it sticks around. Mechanically this amounts to treating wealth stress like a mild consequence; a recovery roll is made along with taking the proper action. If successful the wealth stress goes away at the end of the scene instead.

The Resources Skill and Social Class

A peasant has far fewer resources to draw upon than a noble; this is a simple fact of life. Player characters, are prone to be extraordinary and may rise or fall within the social strata in ways most folk seldom do. Yet, especially when newly creating a character, their Resources skill should reflect the character's social class. Most serfs, for instance, have a Mediocre (+0) in Resources, while members of a noble family, even at the lowest echelons at the very least will have invested something in the skill. If your character has an unusually high or low Resources skill for a person of their social class, take care to have a reason for why.

New Resources Stunts

Expert at Bribery

You are particularly skillful at the art of bribery when used to get information. When using Resources to bribe someone using the Overcome action you get a +2.

Favors Owed

Numerous people owe you for past favors. Once per session, assuming that you are somewhere that one of the people who owes you is located, when you suffer a Wealth consequence you may spend a Fate point to reduce a Wealth consequence from moderate to mild or to fully negate a mild consequence.

Savvy Salesman

Once per scene when you are selling/trading an item, you get a free invoke of its situation aspect (see pg. 202) for the purposes of making the trade. However, this free invoke can only be gained from a given item once.



Drive Becomes Ride & Sailing

Ride: for riding horses and other creatures as well as driving horse-drawn carts, wagons and similar vehicles.

Sailing: for piloting ships.

Mounted Combat

Horses and similar animals are generally worthless in combat unless they have been properly combat-trained.

The rider must make a Ride check using the Overcome action of at least Good (+3) when entering combat (unless the mount is combat trained). Failure means the horse will become completely uncooperative, most likely throwing the rider off, or simply fleeing.

Ride & Sailing Stunts

Master of the Waves (Sailing)

You get +2 when using Sailing with the Overcome Action to deal with dangerous ocean environments.

Once per session when you use the sailing skill, you may treat it as if you succeeded with style even if you simply had a normal success, and narrate the results in some epic manner.

Sacrificial Mount (Ride)

While mounted, if you are targeted by an attack, you can choose to have that attack strike your mount instead, and do not have to succeed at a Ride check in order to accomplish this.

Species



Though the majority of the populace in Italy is human (pg. 136), there are other intelligent beings. Such beings are semi-human supernatural creatures referred to as celati, meaning roughly “the hidden ones.”

The 5 Species of Celati:

- **Lacerta** (pg. 167), who are draconic shapeshifters. They were born amongst mankind but forever changed by the strange dreams of the sleeping dragon-gods.
- **Therion** (pg. 159), these beastmen are chimerical creatures descended from those blessed (or cursed, depending on who you ask) by the ancient goddess Echidna, Mother of Monsters.
- **Nephilim** (pg. 147), the remnants of the ancient Atlanteans and other descendants of those who engaged in forbidden union with the angelic Grigori. They are of great size, near giants amongst men, and have stranger characteristics yet.
- **Apeiron** (pg. 140), an entire species born of an ancient alchemical experiment. They are near-humans each with one humour and one element dominating their nature.
- **Cambion** (pg. 176), those whose bloodlines have ties to the realm of Sitra Ahra, and the demons of the Qliphoth. Cursed blood runs through the veins of these half-demons.

Celati and the Rinascita

The kinship of celati to humans is especially apparent when they are young; they all start off seeming quite human, and growing into their more unusual features as they mature.

The transition into adulthood and full manifestation of a celati's nature is called the rinascita in the case of all species and it most frequently occurs during puberty.

Humans are the most prevalent of intelligent species on earth and have been around longer than the various celati. Indeed, the celati all can trace their origins back to humanity.

Humans: the Elder Race

The other species view their human kin as being very prolific and driven beings. Humans as a whole have a strong sense that the world is theirs for the taking and that they have some greater destiny in it.

The lacerta dream ambitious dreams. The nephilim had a great empire, but that was long ago. Most of the therion dwell amongst ancient places or in the wilderness in small tribes as has long been their custom. Mankind in comparison has managed to become a real organized force to reckon with. Humans have conquered much of the known world and have thwarted some very powerful beings in the process.



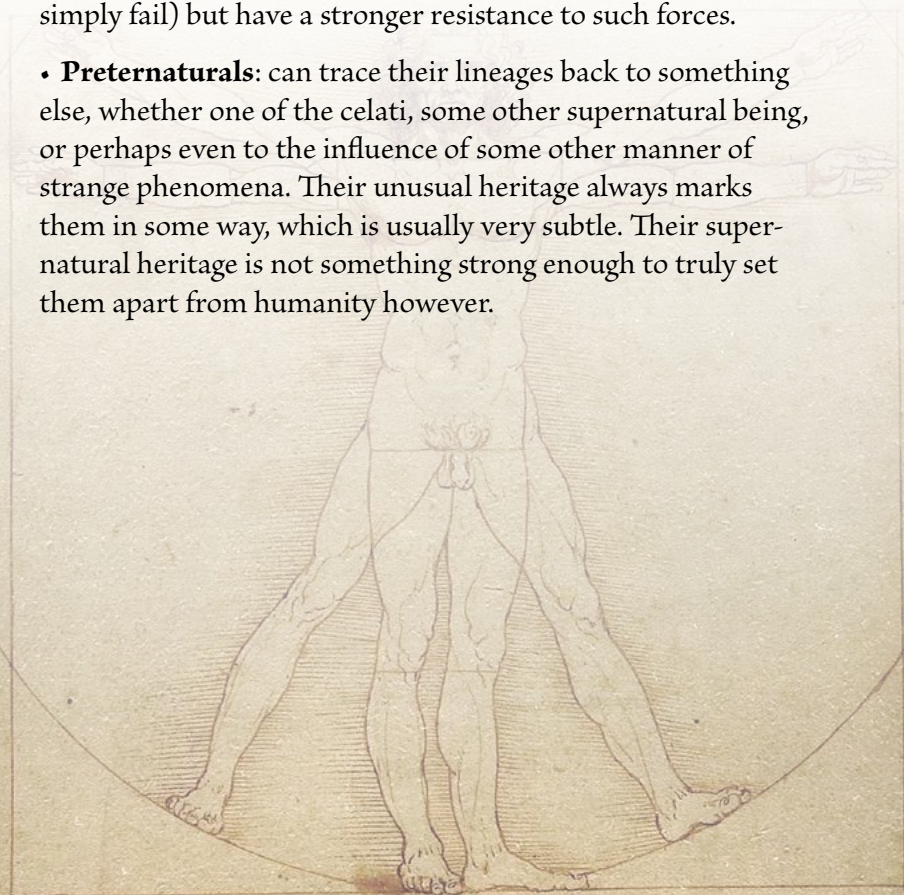
Human Traits

Humans:

Are physically enduring, built to be able to keep up strenuous activity longer than most creatures.

All Humans have one of the Three Following Subtypes.

- **Children of Albion** are born of lineages of mages. Magic is in their very blood. While the most powerful mages are typically Children of Albion, their innate ties to magic can make them more vulnerable to supernatural forces.
- **True mundanes** are untouched by supernatural and magical forces. They will struggle to grasp the use of magic (if not simply fail) but have a stronger resistance to such forces.
- **Preternaturals:** can trace their lineages back to something else, whether one of the celati, some other supernatural being, or perhaps even to the influence of some other manner of strange phenomena. Their unusual heritage always marks them in some way, which is usually very subtle. Their supernatural heritage is not something strong enough to truly set them apart from humanity however.



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Free Human Stunt Options

Child of Albion

Sense magic: you are attuned to magical energies and the presence of enchanted places, allowing you to sense them when you are near to them. Typically magic no further away than the character's present zone, and one beyond can be sensed. Very powerful phenomena can sometimes be sensed from further away. Physical barriers, especially thick ones, also make magic harder or even impossible to detect.

While you may notice particularly powerful energies without even looking, most of the time using this ability does require actively looking. When trying to identify further information about such energies you gain a +2 to your Lore: Occult skill.

True Mundane

Resist magic: you are more resistant to magic, and in particular to a specific path. Though you can invoke your species aspect to aid in resisting any supernatural or magical effect, you always gain a +2 to defend against one path of magic such as for example death path magic, or fire path magic. This bonus applies to other supernatural abilities that are similar to the abilities of the path chosen. For example, a mundane with resistance to beast path magic would gain this resistance vs. a monster's ability to transform them into a beast as well, even if the monster is not technically using the beast path.

In addition, true mundanes are less interesting to spirits and many other supernatural creatures, and thus less likely to be targeted by them. Particularly as hosts for spirits, mundanes are not appealing. Given the choice between a True Mundane and one of the celati or even another type of human, most spirits would not pick the True Mundane.

Preternatural

Select one of the following: See in Complete Darkness, Labyrinth Walker (as the therion stunt), Enhanced Sense (as the therion stunt), Power of Giants (as the nephilim stunt), Mist Sight (as the apeiron stunt), Dream Communion (as the lacerta stunt), or Elemental resistance (as the apeiron stunt).

More Human Stunts

Undesirable Vessel - True Mundane only

You are particularly uninteresting to spirits as a vessel, even more so than most mundanes. Even if one does try to possess you, it will probably find the effort it takes quickly not worth it. You get +2 to resist being possessed or otherwise controlled by spirits.

Superior Magic Resistance - True Mundane only

You gain a +2 to defend against all types of thaumaturgic magic, but only against one of the four actions. For instance, a character could take this stunt to enhance their ability to defend against magical attacks, or they could take it to enhance their ability to resist magic when used to Create an Advantage detrimental to them (a spell used to animate vines in order to grapple them for instance).

Additional Preternatural ability - Preternatural only

Select one more stunt from the list of stunts under the preternatural list.

Bloodline Cantrip - Child of Albion only

You were born with magic in your blood, granting you a single spell you can cast without spending ka. This spell doesn't even have to be from a thaumaturgy path that you have. The spell must be created as a tier one spell in a specific thaumaturgy path (such as Fire, Death, Beast, etc...), and cannot be one which uses the attack action.

Apeiron: Children of the Elements

Apeiron are the youngest of the celati species. Each apeiron has an affinity for one of the four elements and one of the four humours. They look human enough that they can easily pass for humans most of the time.



However, each apeiron does have some sign of their elemental nature, whether it be the constant scent of smoke about them, a gentle breeze always appearing to stir their hair, or something else.

When an apeiron experiences strong emotion their elemental nature becomes very obvious. A fire apeiron's skin might become crimson red and their hair become a wick of fire. An air apeiron's skin may become swirling blue and white, and a light aura of mist may gather about them.

Another thing which distinguishes apeiron from humans is that they have three primary genders rather than two: there are males, females, and neuter who have a very androgynous appearance and are entirely sterile.

Apeiron mature at the same rate as humans, but are longer lived, tending not to die of old age until some time after their hundredth year.

Apeiron Bloodlines & Humans

The apeiron (aside of course from those who are neuter) may interbreed with humans, and prefer to, since they tend to view breeding amongst each other as being akin to incest.

Any children born of apeiron and humans will be apeiron. Despite this apeiron are in the minority like all other celati, as even amongst those which are fertile the birthrate is low. Furthermore, some human cities have prohibited apeiron and human relations, due to fear of apeiron bloodlines overtaking human ones. As a result sometimes the apeiron must choose between having illegal relations with humans or less desirable relations with their own kind.

Sibling-Bonds

Apeiron all have a strong bond with one another, which manifests as the ability to communicate telepathically, and empathically, but only with other members of their species. Because of this bond, and the commonly-held origin myth for them, apeiron tend to view each other all as being siblings.

Apeiron and the Rinascita

Once they reach about 3-5 years of age the apeiron begin to manifest their telepathic connections with one another. However, it is not until puberty that apeiron manifest their elemental nature for the first time, which is always brought on by an event that triggers strong emotion.

The Origin of the Apeiron

The Greek philosopher and alchemist Anaximander lived with his wife and first born son. His son was a sickly child, and in time it became apparent the child was doomed to die young.

Anaximander sought some way to save his son, and so engaged in his alchemical studies intensively, seeking to create the pure essence of apeiron. Apeiron, Anaximander held, was that eternal boundlessness from which all things issue forth and to which they are returned; a primal essence in which infinite worlds are birthed and entombed, that which generates all opposites: air and earth, water and fire. He became convinced that if he could create pure apeiron, surely it could be used to save his son.

Anaximander was able to create the substance he sought and used it in a final attempt to save his son.

His boy perished, but four strange infants formed from the child's remains, each the embodiment of one of the four humours and one of the four elements. It is thus that the children of Apeiron were born, and they grew up healthy and were long lived.

Culture

Of all the celati, the apeiron remain the most similar to humans and they almost always live their lives integrated into the human culture around them. Yet they are in their own way strange by human standards: they have a bond with others of their kind that transcends what most people experience, and are a three-gendered species living amongst a society of largely male and female duality.



Four Elements

Every apeiron has an affinity with one element and humor.

- **Air** - these apeiron have an affinity with the sanguine humor. They have tendencies towards optimism and are often highly imaginative and hedonistic. However, they are often flighty and have difficulty with following through on things.
- **Fire** - these apeiron have an affinity for the choleric humor. They tend to be very passionate, driven and aggressive folk. They are known to have fiery tempers, as one would expect.
- **Earth** - these apeiron have an affinity for the melancholic humor. They tend to be very cautious and serious sorts of folk. Though susceptible to dark moods they can be very focused.
- **Water** - these apeiron have an affinity for the phlegmatic humor. They tend to be very thoughtful and calm sorts, but can also be rather slow to act.

Apeiron Traits

All Apeiron Have:

- The ability to communicate telepathically with other apeiron so long as that apeiron is within the same zone.
- One of the four subtypes (earth, air, fire, water) as described earlier above in the apeiron entry.
- An elemental form: an apeiron has an alternate form in which their elemental nature becomes fully apparent. Without taking additional stunts this elemental form cannot be simply manifested freely at will. Apeiron shapeshift as into their elemental form as an involuntary reaction to highly emotionally charged situations. The strong emotional state required to transform can be invoked or compelled as part of the species aspect. The alternate form is obviously inhuman.



Free Species Stunt

Apeiron all must select one of the elemental subtypes, their free stunt is determined by which they choose.

Air Apeiron

You gain a +2 to athletics when it involves jumping, or avoiding harm from falling. When your elemental nature manifests you can fly as well.

Fire Apeiron

You get a +2 to the overcome action when using provoke, to get someone to do what you want. When your elemental nature manifests you are unharmed by extreme heat or even fire and breathing smoke has no ill effect on you.

Earth Apeiron

You are exceptionally stable, and gain a +2 to defend against things imbalancing you, tripping you, or otherwise moving you against your will. When your elemental nature is manifested you gain an armor rating of 2.

Water Apeiron

You gain a +2 on athletics rolls that relate to swimming. When your elemental nature is manifested, you are adapted to aquatic life, and can breathe water as easily as air. In addition once per session while in the water (you must be at least half immersed), you can invoke your species aspect for free, as if you have spent a Fate point.

More Apeiron Stunts

Master of my Emotions

You have greater control of your emotions than most, and know how to channel them to allow you to manifest your elemental nature at will.

Mist Sight

You can see clearly through fog, smoke, or similar things which obscure vision. This ability is most commonly found amongst fire, water, and air apeiron.

Fiery Eruption

Only fire apeiron can take this stunt. You may choose to erupt into flame when in your elemental form. This causes anyone and anything flammable that comes into contact with you to burn. Your fire has a weapon rating of 1, which can be added to your attacks. This damage is automatically dealt once a round to anyone who remains in contact with you.

Hulking Brute

Your elemental form is especially powerfully built, granting you +2 to physique for a single action other than the attack action (which action must be chosen when this stunt is first taken).

This ability is most common amongst earth apeiron.

Superior Telepath

Your telepathy is not only limited to those of your own kind; you can reach out to minds which are not those of your kin.

Invasive Telepathy

Taking this stunt requires also taking Superior Telepath. You can invade the minds of others, reading their immediate current surface thoughts. To use this ability make a Will Overcome skill check vs. the target's Will Defense. You can attempt to read deeper thoughts, in order to answer a single question from the target per attempt, but the target gets a +2 to resist such intrusion. Using this ability takes an action.

If the target resists the intrusion, an amount of mental stress is suffered by the character equal to the target's Will Defense minus the character's Will Overcome check.

Elemental Resistance

Even in your human form you have some elemental resistance. Choose one element, you have an armor rating of 2 when determining how much damage you take from it, regardless of what form you are in. The options are determined by what apeiron type you are (for preternatural characters who take this stunt: choose whichever you think is thematically appropriate for your character).

- Fire Apeiron: fire
- Earth Apeiron: acid
- Water apeiron: either acid or ice
- Air apeiron: either lightning or ice

Nephilim: Children of Fallen Angels

The nephilim were on the earth in those days; and also after that, when the sons of God came in unto the daughters of men, and they bare children to them, the same became mighty men which were of old, men of renown.

- Genesis 6:4

The nephilim bloodlines result from unions between humans and angelic spirits known as the Grigori.

Nephilim bloodlines can go dormant for generations, with sometimes several passing before another is born.



Sometimes all that remains of a family's nephilim lineage are legends of heroes of great proportion with unusual abilities.

The Grigori are still around; these spirits do still possess humans, and sometimes young sired by the possessed are nephilim, other times the possessing spirit's influence does not show so strongly and the child is a preternatural human instead.

Nephilim do not age much beyond maturity. However, this does not mean that there are a lot of nephilim hundreds of years old walking around. They can be killed just like humans can, and eventually, nephilim mysteriously vanish, never to be seen again.

Description

The nephilim are incredibly tall (typically between 7-9 feet tall) by the standards of Asiyah's humans, due to this they are often referred to as giants. These celati often have other features hinting at their inhuman nature as well, such as, oddly colored eyes, or hair, and features which are simply too symmetrical and perfect.

The Angelic Visage

All nephilim have stranger features as well, but most of the time these features are concealed. However, at a moment's notice a nephilim may transform (taking on what is referred to as their "angelic visage"), suddenly gaining strange traits depending on their particular mix of Grigori lineage, such as massive wings, or metallic skin.

Nephilim and the Rinascita

Until they undergo rinascita nephilim can easily be mistaken for humans, particularly from a distance.

However, nephilim always have some sign of what they will grow into; they might seem a little too perfect for someone truly human, and often times their eyes are a strange hue such as a metallic silver or gold, or their eyes may glow with a strange inner light.

Nephilim usually first transform into angelic visage at some point during late childhood. However, they grow somewhat slower than humans, and often don't reach their full height until well into their twenties.

Culture

Nephilim usually grow up amongst humans, and thus tend to be rather immersed in human society. However, as they do look rather strange and aren't nearly as common as humans are, they often feel like outsiders.

Some nephilim do gather together and form small groups, but even these are typically found forming small neighborhoods in human cities rather than creating their own separate settlements.

Religion & Lore

The Grigori & Atlantis

The nephilim may adhere to any of a number of religions found amongst humankind, however, some nephilim still adhere to the religion of the ancient Mal'ak Imperium. This religion regards angels as a pantheon of gods in their own right, and nephilim as demigods.

Long ago the Grigori were angels who descended to earth to teach mankind of the arts of magic and other things which would aid in the progress of civilization. Such spirits took human hosts and lived amongst mankind, and after doing so found they could not return to their Supernal realm of origin. Now trapped in the material realm, some of these spirits stayed within their human hosts and began to sire young with humans. The young which resulted from these unions were nephilim.



These nephilim gave rise to a great civilization, unlike any the world had seen before: it is now mostly called

Atlantis, but the original name for it was the Mal'ak Imperium. The Atlantean nephilim pushed onward, and made ever greater strides in both the arts of science and of magic; but in the end they succumbed to their hubris, and their civilization crumbled.

The Longing

Nephilim all eventually (if they live long enough) experience something called the longing. The longing is a sort of call to journey... somewhere else. When the longing is strong enough a nephilim cannot resist, they just get up, wander about and then in a silvery or golden shimmer vanish. Usually, nephilim will wander off into a forest, or some other manner of wild place, or into somewhere they hold sacred (a church for instance) and they will vanish once there. No nephilim truly knows for sure where they go once they vanish, none ever return.

Nephilim Bloodlines

All nephilim can trace their lineage back to the Grigori. In some cases, several bloodlines intermingle in one individual as well. Below are some of the Grigori types which can be used to draw inspiration for your nephilim character's appearance. Keep in mind, while Grigori do not always manifest humanoid forms, all nephilim are humanoids, even when in their angelic visage.

In the tradition of the ancient Mal'ak religion, each of these lineages is named for one of the points on the Tree of Life, these points are each called Sephirah (Sephiroth or Sephirot for plural).

Chokhmah: the Burning Ones

Also called Seraphim, these angels embody the purest form of wisdom and divine fire.

The Chokhmah are known as The Burning Ones, and famed for having the most glorious voices of all angelic beings.

These spirits can take the forms of fiery celestial serpents with feathered wings, or of beautiful angelic beings with six feathery wings.

Binah: the Wheels

These angels are also referred to as the Ophanim. They preside over intuitive understandings of the deeper nature of things. These beings are concerned with the flow of divine energy through the realms acting as conduits of it from higher spiritual realms down. Because of this channeling ability, they sometimes act as muses, channeling divine inspiration to mortals.

These angels have two forms. In one form the angels are made up of a multitude of fiery wheels or whirling wheels of eyes and feathers.

The other form these angels take is humanoid. They usually appear female, often with two pairs of feathered wings, and a multitude of eyes amongst their feathers.



Gedulah: the Merciful

Gedulah also referred to as Hashmallim, are the angels which embody an idea that is akin to compassion, and mercy.

These beings have an affinity with electricity and like to travel in the form of electrical storms, or balls of lightning. Their humanoid forms are those of angelic beings with skin, feathers, hair, and eyes that appear to be made of gold or silver, possibly with hints of copper. These beings frequently sizzle with electricity.

Gevurah: the Fearsome Cherubs

These are fearsome angels and always manifest forms in some way bestial. They

may appear as great winged celestial beasts, or as powerful warriors with four wings and four faces; those of a man, a ox, a lion and an eagle.

Gevurah is the Sephira of strength, particularly of divine/spiritual strength. They act both as guardian angels, and as forces of celestial wrath.

Tiferet: the Balancers

These angels are beings of balance, particularly between the virtues of compassion and discipline; it is in such balance that true divine beauty to be found. The balance of the myriad realms in relation to one another is the domain of the Tiferet as well.

These beings take the form of classic representations of angels: human forms at the peak of health, beauty and vitality, with great white feathered wings.

Netzach: the Victorious

This is the Sephira of victory, but is more connected to the ideas of perpetuity, endurance or eternity.

The Netzach are watchful, and tactical beings of patience, which seek to inspire those traits in others. The Netzach are sometimes called Exousia, meaning powers or authorities. They are both keepers of history and as warrior angels.

These angels have the wings of great owls and often emanate a soft silvery aura of light. They are powerful and of impeccable appearance, while at the same time having a certain ancient quality about them.

Hod: the Teachers

Hod is called the Sephira of splendor, and it is associated with means of overcoming obstacles other than simply outright conquest. The Hod were the second angels to make themselves known to man, the Malkuth being the first. They taught mankind many ways to deal with their myriad problems; particularly language and magic.

These angels have lovely human-like forms and great feathered wings. Various radiant mystical runes cover their bodies. Some Hod have wings made of parchment covered in strange writing, rather than feathers.

Yesod: the Shining Ones

The Yesod, also known as Malakhim, are beings which govern the proper course of the celestial bodies and seasons and assure the natural cycles continue in accordance to the divine plan.

The Malakhim take lovely humanoid forms with a pair of massive feathered wings, or wings formed of pure light. Halos of star, or moonlight are common while others radiate such light from their entire beings. Some are even known to have skin covered in

constellations, or appear as if somehow formed from the fabric of space.

Malkuth: the Principalities

These angels, often called Principalities, are the spirits most likely to interact with mortals. Like the Ophanim, they may act as inspiring sources. These angels were the first to step forward and teach mankind forbidden arts and sire the first Nephilim.

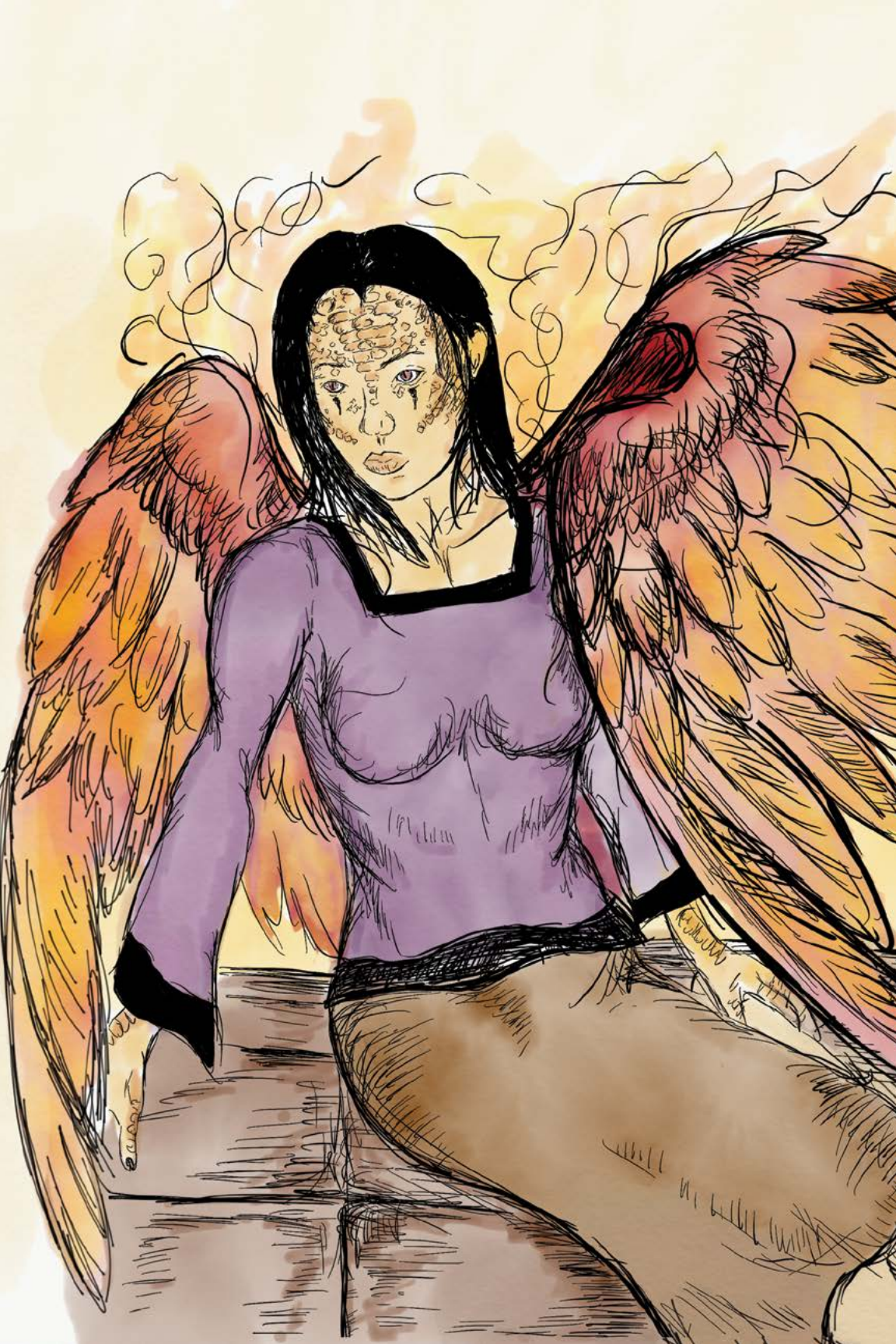
They act as guardians of the material realm. Monarchs and other people in positions of power sometimes are visited and advised by these beings.

The Malkuth take humanoid forms with great metallic feathered, and occasionally bejeweled or even clockwork wings. Frequently they wear a glorious crown and wield scepters.

Memitim: Death Angels

The Memitim are a variety of angel which has no clear Sephiroth to call their own and are something of an enigma. The Mal'ak mythos has legends of angels descending into the realm of Samael in Sitra Ahra and emerging forever changed, or of angels being slain and returning as Memitim. Perhaps these stories hold the key to their origins.

These are angels of death, which tend to take the forms of humanoids with either alabaster white, or ebony black skin, gaunt features, or even sometimes skeletal (giving an undead appearance). The features of crows, ravens, and other birds associated closely with death are common amongst them.



Nephilim Traits

All nephilim:

- Are tall and powerfully built
- May transform nearly instantaneously into their angelic visage, which may grant them strange traits such as wings, metallic skin, etc..
- Know Enochian (AKA High Atlantean), a language which all intelligent beings can understand the spoken form of, but only the nephilim (and certain other supernatural creatures, such as Grigori) can even learn to speak (or read and write*). Enochian is a language somehow innate for the nephilim, thus they will begin to mysteriously pick it up at a young age even without being taught.

*Low Atlantean is a form of Enochian which other intelligent species, including humans, can learn to read, write, and speak. Low Atlantean lacks the mystical properties of true Enochian. Those who know Low Atlantean can attempt to decipher things written in Enochian. The simplest writings require an overcome action using Lore: Academics of at least Good (+3). More difficult writing requires even better results on the overcome skill check. However, even characters that know Low Atlantean cannot fluently speak proper Enochian or write original things in it (though they can copy it down).



Free Species Stunt Options

From the list below one stunt may be gained for free. Gaining more can be done at the cost of a stunt. Stunts marked with a * are only accessible while in angelic visage.

Power of Giants

When using the physique skill for the overcome action you gain a +2.

Angelic Beauty

Your beauty is truly angelic. When you take this stunt select either Rapport or Deceive. When using the chosen skill, and your physical appearance is relevant, you can get a +2 to create an advantage with the skill.

***Sharp Winged**

You have wings sharp as blades, likely made-up of some sort of metal. They have a weapon rating of 2.

***Many Eyed**

You have many eyes. Perhaps they cover your wings or are in other odd places. As a result, you have 360-degree vision. Something trying to sneak up on you cannot take advantage of getting outside your field of vision to do so. When you invoke this trait to notice something (assuming vision is relevant) you get a +3 instead of a +2.

***Man of Metal**

Your skin is made of living metal. You gain an armor rating of 2.

Strange Sustenance

You don't have to rely on eating and drinking ordinary food and drink, though you are capable of such. Instead there is something else you can derive sustenance from, perhaps moonlight, or sunlight for instance.

***Flight**

The character has wings and is capable of flight.

***Aura of Light**

You have an aura which radiates as much light as a torch. It could be that you are covered in what appear to be a glowing constellation of stars, have a halo of light, or your whole body glows. You can also choose to apply this ability to one object, but must make physical contact with it.

When applied to another object the light lasts for a scene. You can turn this ability on and off at will, and it can only apply to yourself, or one object (or person) at a time.

More nephilim stunts

Healing Blood

You heal faster than most. You can reduce a moderate physical consequence to a minor consequence at the end of a session, even if it wouldn't have ordinarily made sense in the context of what is going on in game, and without a successful recovery roll.

You can spend a Fate point to remove a single minor physical consequence.

You can heal someone else using your blood and thus remove one minor physical consequence, but only at the cost of taking on one yourself.

Babel Tongue

You can temporarily cause someone to lose the ability to communicate effectively. All form of language suddenly become incoherent to the target, and anything the target says or writes comes out as meaningless and garbled.

To use this ability make a Will Create an Advantage roll opposed by the target's Will Defense. The target must be visible and within the same zone as the character. If this attack is successful the target is afflicted with Babel Tongue for a scene, which is a situational aspect placed on them.

If the target resists, then the character cannot target them again with this ability for a day.

Therion: Both Beast & Man

Therion are a species of chimerical creatures; they fuse together the traits of both humans and myriad beasts. Most therion are bipeds with a largely human shape though some do have serpentine lower halves, with a more human-like torso. Therion are despite their great diversity of appearances a singular species.

Though therion lore holds their kind descended from humans, they cannot interbreed with them. However, this was not the case during the Age of Legends, and there are claims of humans becoming therion and siring therion young for a short time immediately after the L'alluvione di Magia. Therion life-spans are the same as those of humans and they mature at similar rates.

Therion Tribes

Most therion live amongst their own kind in very tight-knit tribal societies. Therion prefer when possible to maintain themselves amongst ancient ruins, and well away from human settlements. Therion culture holds that keeping watch over the places of old is a sacred duty to their kind.

Therion tribes traditionally have two leaders, one male, one female. The female, referred to as The High Serpent, is considered the representative of the goddess (particularly Echidna) on earth. The male is referred to as “The Bull”, and is held to be a reincarnation of an ancient therion hero. Minotaur himself is a prime example of a legendary therion figure.

Religion & Lore

The therion of Italy practice their own version of the ancient Greco-Roman faith. Therion lore holds that their species was born of humans (which they commonly refer to as the vir) who were blessed by Echidna and her consort Typhon with the gifts of myriad different beasts.

Both Beast & Man

The therion are beings that intermingle the traits of both man and beast; this is not just on a physical level, but a psychological one. It is common for therion to display behaviors and ways of thinking that at times can seem more animal than man. Their culture accepts this, and in spite of its cult-like nature, is very open to a wide range of different behaviors.



Therion tend to view very few things as being “deviant” or “sinful” aside from blatant disrespect of the gods and their ancient relics, and this is one more thing which creates much tension between them and the larger human societies.

Therion and the Rinascita

Even as youths the therion have traces of beast in their otherwise human features, and they can see in complete darkness.

It is for the therion that the rinascita carries the most risk. The therion undergo a sudden and often difficult transformation where they gain their chimerical adult forms, and around this time period they tend to take on a more bestial mindset.

There is a risk for therion of completely losing themselves to becoming ravaging bloodthirsty monsters during this period of time and once this happens, there is no saving them. Such monstrous therion are referred to as Terata throughout the Italian peninsula, though they are known by other names in different lands, such as Rakshasa in lands much further east.

The therion have made an important rite of passage out of the rinascita. This rite triggers the change in the therion, allowing it to be monitored, and greatly decreases the risks. It also turns the rinascita into a celebration which young therion look forward to instead of dread. For this reason, therion raised by non-therion tend to do very poorly. Such therion may dread and fight against the rinascita instead of looking forward to it, and have a much greater chance of becoming truly monstrous.

Beasts Hidden Among Us

Some therion are able to alter their forms, taking on the guises of man or beast as they desire. Therion who can take on human form have a much easier time getting along in human society, but much like children of Lycaon (lycanthropes) and other werebeasts, they always have a tell, some sign that they are more than they appear.

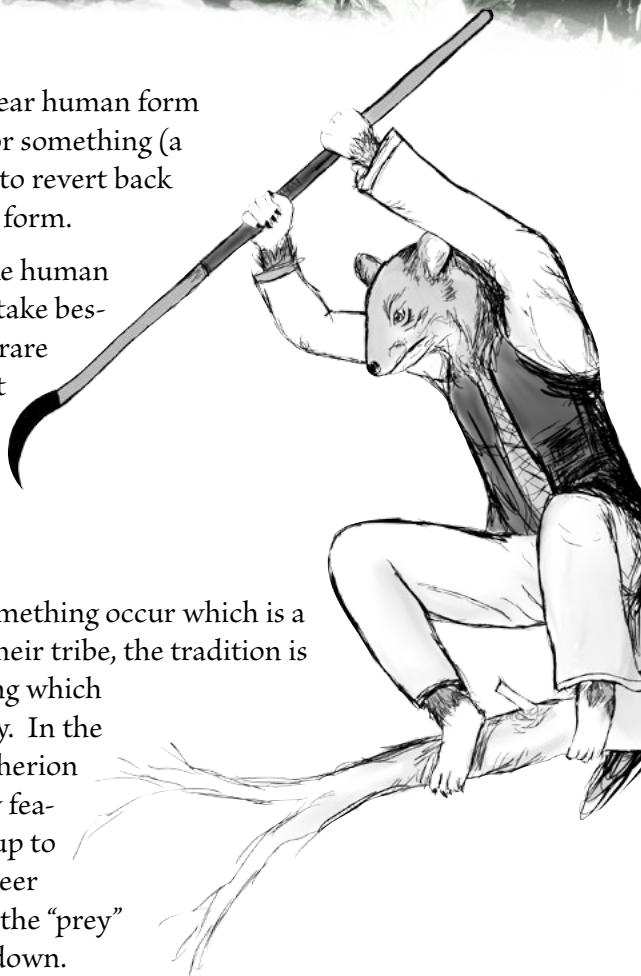
Those therion who can wear human form always have a weakness for something (a bane) which causes them to revert back into their true chimerical form.

Both therion who can take human form, and those who can take bestial forms (or those more rare ones who have figured out the knack of taking both) are especially valuable as both scouts and spies.

The Wild Hunt

When therion witness something occur which is a blasphemy according to their tribe, the tradition is to call a Wild Hunt, during which the criminal becomes prey. In the case of humans or those therion who have more predatory features, the prey is dressed up to look the part (often as a deer in particular). After this, the “prey” is unleashed and hunted down.

The therion did traditionally kill and eat the prey, but the practice has been changed or even eliminated in some locations due to fear of retaliation from humans for it. There is, after all, little that’s more likely to get them hunted down like monsters than eating people.



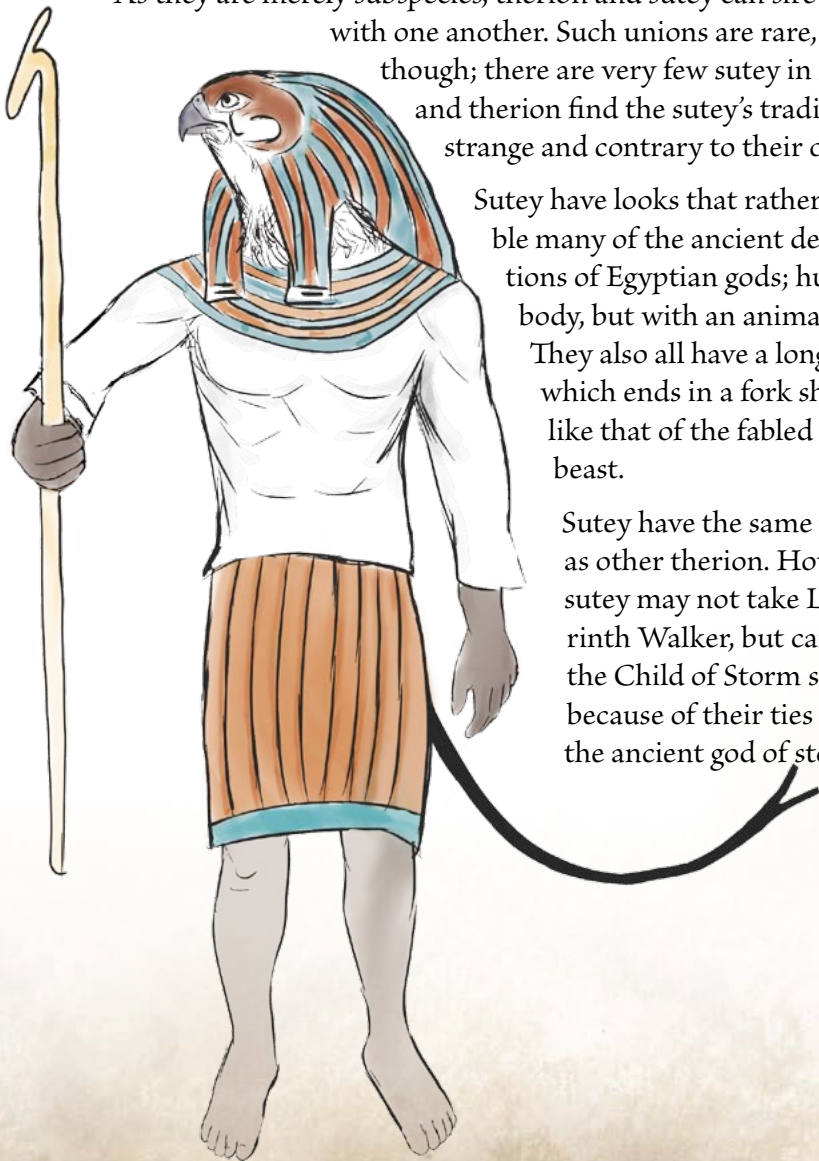
The Sutey, Children of Set from Distant Egypt

Fiends from the deep desert, brigands, monstrous vagabonds and thieves; the sutey have been viewed as all these things. The Children of Set are a subspecies of therion with roots in distant Egypt, and most of them continue to worship the old gods of that region. In ancient times they were held in high esteem in places where the god Set was honored, and met with much fear and loathing in places where he was not.

As they are merely subspecies, therion and sutey can sire young with one another. Such unions are rare, though; there are very few sutey in Italy, and therion find the sutey's traditions strange and contrary to their own.

Sutey have looks that rather resemble many of the ancient depictions of Egyptian gods; human in body, but with an animal's head. They also all have a long tail which ends in a fork shape, like that of the fabled Set-beast.

Sutey have the same traits as other therion. However, sutey may not take Labyrinth Walker, but can take the Child of Storm stunt, because of their ties to Set the ancient god of storms.



Therion Traits

All therion have:

- A monstrous chimerical appearance.
- Can see even in complete darkness.

Your therion may have keen senses, horns, claws, and various other features if you so choose, but unless the option is specifically taken in the form of a stunt then those features must be treated as a typical part of an aspect.



Free Species Stunt Options

From the list below one stunt may be gained for free. Gaining more can be done at the usual cost of a stunt.

Deadly Natural Weapons

Your natural weaponry is especially sharp and gives you a weapon rating of 2. These can be things like sharp claws and teeth, or horns.

Enhanced Sense

You have a really keen sense, such as smell, or vision. This gives a +2 to notice rolls relying on the sense and may allow for things like tracking by scent, or reading things from unusually far away.

Labyrinth Walker

Your sense of direction is perfect, and you get a +2 when defending against dimensional magic or other dimensional phenomena.

Note: this stunt may not be taken by therion of the sutey variant.

Tough Hide/Scales

Your skin is so tough it grants you an armor rating of 2.

Child of Storm (Sutey Variant Only)

You have an armor rating of 2 against a single element: fire, cold, or lightning (choose one). Sutey with this stunt always have some physical sign of what element of storm they have a connection to.

Flight

You have wings and are capable of flight.

More therion stunts

Vir-Shape

You have a human alternate form. It is unique to you, and has a tell, which is a sign of your true nature. You also have a bane, something which causes you to revert back into your true chimerical form. A bane can be something like being struck by cold iron for instance.

Beast-Shape

You can take the form of a specific animal. You gain the physical abilities of the animal (such as flight for an eagle, breathing water for a fish), and temporarily change one of your aspects (other than High Concept) to reflect what animal you have turned into. You may also swap two of your skills, but how they change should be appropriate considering what creature you become. Alternatively, instead of swapping two skills that you have, you can choose to replace one of your average skills with a different one. Swapping your most advanced skill(s) is, however, off limits (*i.e.*, if your most advanced skill is Fight at superb, then you can't swap it out).

Example: your therion character transforms into a bear. Ordinarily he has fair Physique and good Will. You decide that while in animal form he becomes even more impulsive and instinctual, but stronger, thus his Physique becomes good and Will becomes fair.

Skinthief (Requires having Vir-shape)

You can take the forms of other people, mimicking their physical traits perfectly, even including things like their voice and scars. However, you must have a part of that person in order to do so; this could be anything from a piece of hair, to blood.

Poisonous

You produce a limited amount of non-lethal poison. You can harvest this toxin a number of times per day equal to your Physique. It can be applied to a weapon, or simply used via biting and scratching, or perhaps your very skin exudes the substance. When someone makes contact with an object tainted by the poison, they must make a Physique Overcome check vs. a number equal to your own Physique. If the target's Physique check fails, they suffer from a situational aspect reflecting that they have been poisoned; you get one free invoke of this.

Alternatively, you produce poison of a different sort, which the target must drink. Once drunk it produces a nasty effect, on top of afflicting the target with an aspect related to being poisoned. Perhaps the target becomes paralyzed or falls asleep for instance. In cases where the poison would completely debilitate someone, the target can make another attempt to resist it each round.

Characters with this ability are immune to the poisons which they produce. What type of poison is produced must be decided when this stunt is first taken.

Lacerta: Scions of the Dragon Gods

Last night, I dreamt I flew upon great wings and held a fire deep within my belly. I dreamt of a great beast who was my father; the beast spoke, "my son go forth and conquer." Today I awoke to find the dream is real.



The ancient dragons currently slumber, but one might encounter their spawn; the wyverns, and other such creatures.

The lacerta are one sort of dragon-spawn but unlike wyverns and others of their ilk lacerta are born human, and only awaken during their rinascita to their dragon natures later.

What results in someone becoming lacerta is mysterious: there's no clear magic involved, and both parents being lacerta is only slightly more likely to result in a child becoming lacerta. The Dragon Cult holds that the sleeping dragon-gods bless the child who is to be lacerta with a shard of their own souls. Indeed, all lacerta have dreams of communing with the dragon-god that is their so-called second father or mother.

Lacerta do not age as humans do, indeed they only grow more and more powerful over time (just as is the case with true dragons). Lacerta, at least those that aren't killed before they can manage it anyhow, eventually undergo the sleep of a hundred years. After this hundred years long state of hibernation the being that was lacerta emerges changed; it is now a fully mature true dragon.

Shapeshifters

Lacerta all have two forms; one is the human form they were born with, which works almost perfectly to disguise the lacerta's true nature. The other is the form of a dragon. Being mere hatchlings lacerta are nowhere close to the great size and strength of true dragons. A lacerta's dragon form rarely varies by more than a foot in height when standing straight up from their human one.

Every lacerta has a connection to one of the dragon-gods which determines the appearance of its dragon-shape.

- **Ejderha:** Scions of the dragon god of cycles; especially of life and death, but also of cycles more generally, including the seasons.

They take on one of two appearances; black dragons often of menacing undead appearance or white dragons with shimmering iridescent scales like white pearls.

- **Hydra:** Scions of the dragon-goddess of seduction, madness, poisoners and the sea. The form of Hydra's children is that of an aquatic dragon, often with multiple heads. Their scales are often blues, greens or blacks. Their wings may be fin-like.

- **Vortigern:** Scions of the dragon god of progress, war, strife, and invention. The form of Vortigern's children is that of the great fire drake. Their scales are typically reds, oranges, yellows or black, and occasionally golden. These lacerta, especially in their dragon form, tend to have very high temperatures.

- **Tarasque:** Scions of the dragon god of physicality, persistence, strength, and mysteries. The children of Tarasque have very thick hides, of any of a variety of earthen colors, from browns and grays to black or the colors of metals and gems. These lacerta tend to be so thick and powerfully built that one might expect them to not be capable of flight (but they are as capable as any other sort of lacerta).

- **Amphiptere:** Scions of the dragon god of air, intellect, motion, trickery, and language. The children of Amphiptere are rather like the opposite of those of Tarasque. They have very light serpentine forms, often covered in a rainbow of brilliant colors. These lacerta have feathered wings, and may have other avian features, as well as sometimes having hoods rather like those of a cobra. Amphiptere's children also are typically hermaphroditic in dragon forms, and sometimes even in their human one.

Lacerta cannot shapeshift until well after they are born; most of them do so for the first time around puberty, but some don't shapeshift for the first time until later into adulthood. The first transformation always is triggered by a dream in which they have a vision of the dragon-god which they have a connection to.

Culture

Of two worlds

Lacerta are almost always born into human societies, and more often than not they don't even have a parent who is lacerta.

Dragons tend to be on the solitary side while humans are very social creatures; lacerta often find themselves often fluctuating between the human desire to be part of a greater society, and the dragon desire for vast expanses of territory and solitude.

The Dragon Cult

The worship of dragons is a persecuted faith in most places, but some lacerta feel drawn to it. As children of the dragon gods they are granted a degree of veneration within this religion.

Some lacerta seek to draw dragon worshipers to themselves, forming their own cult of followers. Dragons are very intelligent creatures; lacerta usually are no exception. However much a dragon may come to enjoy solitude, the world is a dangerous place, there are dragon hunters, and having humans who appreciate you, or better yet, outright worship you, means a certain degree of protection for you and any territory and treasure you may hold.

Lacerta Traits

All Lacerta:

- Owe their draconic nature to one of the dragon-gods, their species aspect should reflect which.
- Have two forms: dragon and human, which they can shift between at will.
- Have some sign of their true nature even when in human form, usually concealable.
- Are dragons (not humans or anything else) as concerns any weapons or other items meant to impact dragons specifically.
- Have a connection to the dream world, and are lucid dreamers.
- Can speak and read the Draconic language.
- All lacerta, have some weak spot in their dragon form. Often this is a small place where they are missing scales, or their hide is especially soft. This is a part of the lacerta's species aspect.



Free Lacerta Stunt

A lacerta's free species stunt is their ability to take dragon form and fly. While in dragon form their species aspect covers things like having claws, sharp teeth, a scaly hide, and other things one associates with being a dragon, however, stunts can be taken which further enhance these things.

Note: Dragon's breath is a classic part of being a dragon. There's nothing wrong with a player deciding they can breathe fire, etc... and saying it's covered by their aspect.

Using dragon's breath requires invoking the character's species aspect, has a range of one zone and does damage of a single type which must be chosen at character creation. If you want your lacerta to be able to spew forth its deadly fire (etc...) regularly without spending a Fate point, there is a stunt to allow it. As a ranged weapon, dragon's breath uses the Shoot skill.

More Lacerta Stunts

Sharp of Fang and Claw

Your fangs and claws in dragon form are especially sharp, granting a weapon rating of 2.

Deadly Dragon's Breath

You can breathe some manner of deadly substance as befits a dragon of your lineage. This may, for example, be fire (Vortigern), or clouds sizzling with electricity (Amphiptere). You don't have to invoke your species aspect to breathe this substance. As a ranged weapon, dragon's breath uses the Shoot skill.

Thick Scales

Your scales are especially thick, granting you an armor rating of 2 while in dragon form.

Superior Deadly Dragon's Breath

This stunt requires taking Deadly Dragon's Breath. Your breath weapon has a weapon rating of 2.

In the Dragon's Eyes

The lacerta can choose to allow another target to view the world through their senses. The target and the lacerta can communicate while this ability is active as well.

To use this ability, the lacerta must designate a person within the same zone with whom they establish a supernatural bond. Once the bond is established the ability can be used even if the lacerta moves further away.

While active the target enters a sleep-like state. The target or the lacerta can cancel the effects of the ability on them at any time.

It can only be used on one person at a time, and the person must be willing. If a new bond is established, the last one is automatically severed.

Dream Communion

Not only are you a lucid dreamer, but you can enter the dreams of others or bring them into yours. Unwilling people can attempt to resist you entering their dreams (done via a Will Overcome check vs. a Will Defense check), and also being brought into yours. If a target succeeds at keeping you out of their dream, you take mental stress equal to the target's Will Defense minus your Will Overcome check, and cannot use this ability again for a day.

The range of this power has limits: a lacerta could feasibly reach any dreamer within the general area (roughly a mile or so) but must go through the effort of getting in touch with each dreamer individually before they can manage to get dreamers all within one shared space.

Gift of the Dragon Gods

Your particular draconic heritage has granted you an additional gift depending on what dragon god you are a scion of.

Amphiptere: spend a round listening to (or reading) a language, and you can understand it for the scene. This ability can only be used for one language per scene unless the character invokes their species aspect, in which case they can understand all languages for the scene.

Edjderha: each day the character must choose whether they are aligned with life or with death. When aligned with death the character takes on a sickly appearance, and risks even being confused for undead. Their dragon-form is a black dragon. When aligned with life they appear especially healthy, and their dragon-form is a white dragon.

When aligned with life they get a +2 to Physique Overcome rolls dealing with toxins and disease. When aligned with death they are healed by the energies of the void and harmed by life energy as if truly undead.

The character must have one aspect which changes to reflect which state they are in.

Hydra: in dragon form the character can breathe water as easily as air. If the character has any mental consequences, they can tap into their ties to the goddess of madness. Once per session without spending a Fate point the character can invoke one of their own mental consequences, and use it to their benefit, just as if it were an ordinary aspect.

Vortigern: you gain a +2 to Crafts using the Overcome action when used to construct or repair something if fire is involved. If you succeed with style then you may infuse the item with a little bit of fire magic. Exactly what this results in is up to you. However, once someone chooses to activate the item's spark, it retains it for no more than a scene. If the fire is used for inflicting physical stress, it adds no more than 1 shift. The spark could also instead be used to give the item the ability to create warmth, or light instead.

Tarasque: dragons are hoarders, who all love the shiny wondrous jewels which grow within the earth, and this is the domain of the Tarasque. You can engender foolish greed in others, making them see even a mere dull stone as a shiny ruby and be unable to help but take it from you (or from whoever the object belongs to). If the object is not simply offered to them, then even men who would normally never steal, will do so if afflicted by this ability.

This is an innate magical ability, which requires the character to make a Deceive Create an Advantage check contested by a Will Defense check by the target. If the character is successful the target sees an object of the character's choosing as an irresistible jewel, gold piece, or other valuable objects from the earth that they must have. This grants the character the usual benefits of Create an Advantage.

If the object itself would be blatantly dangerous for the target to take the target gets a +2 to resist.

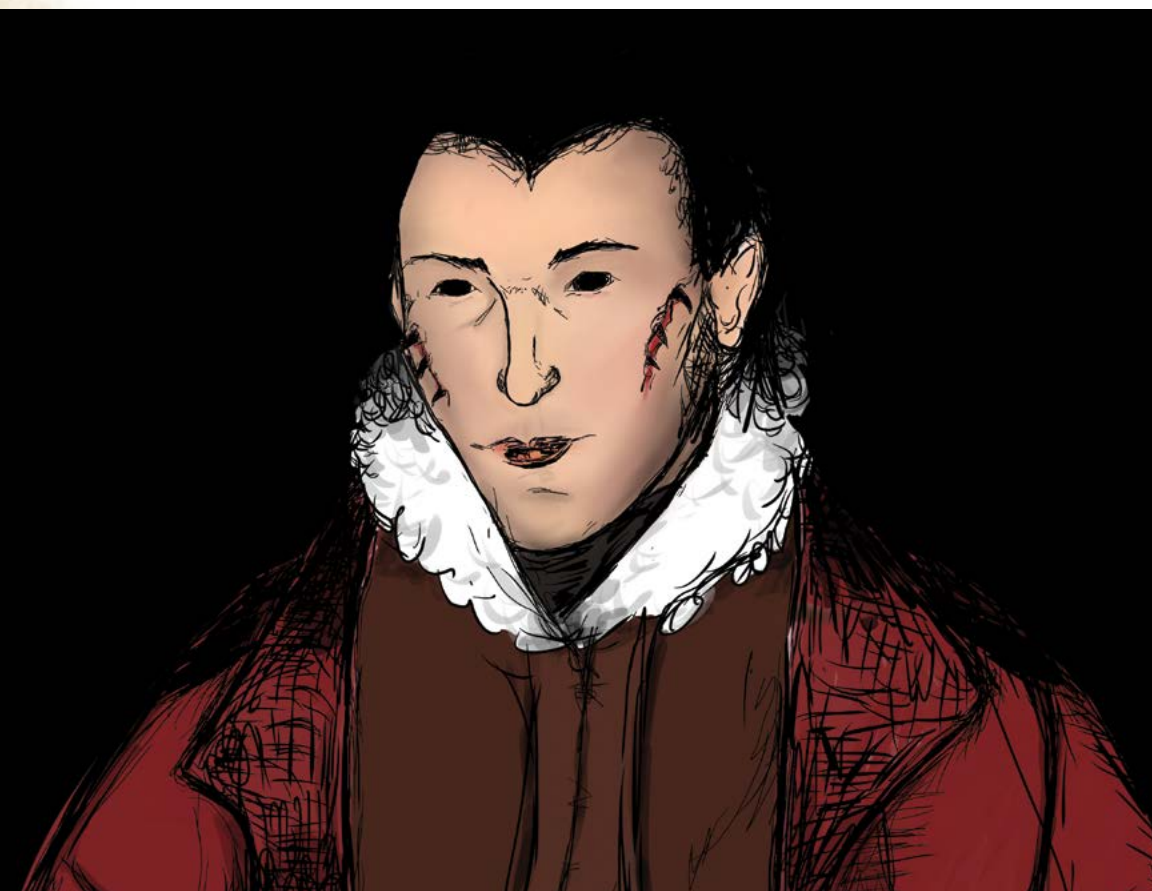
If the target succeeds in resisting, then they are immune for the remainder of the scene. Once affected, they remain under the influence of it for the scene.

Cambion: Cursed Children of Fiends

Cambions are children of the Qliphoth much as nephilim are children of the Sephiroth. Most cambions are children sired by mortals possessed by the demons of the Qliphoth, but some owe their fiendish lineage to stranger circumstances still.

By their very nature, Qliphoth fiends are antagonistic to the energy of life, and stillbirths are commonplace amongst those of such lineage. Fiendish mortal lineages yield preternaturals more often than true cambions. Thus, cambions are almost as rare as lacerta.

When a cambion is born, their birth is always preceded by strange omens; the appearance of fierce black dogs, strange livestock deaths for which no rational explanation can be found, and recurring nightmares that seem far too disturbingly real.



Culture

Cambions have no culture of their own, they usually simply try to pass themselves off as human, and integrate into the greater human society around them as best they can.

Cambions have never had a great Empire to rival the likes of Atlantis, and even in the Age of Legends, they were feared outcasts. Yet, there are those who have risen to legendary status, and have gained great respect; perhaps the most famous cambion is Merlin, the immortal wizard of Albion, and possibly the most powerful thaumaturgist alive.

Cambion and the Rinascita

Cambion undergo the Rinascita during puberty. They gain the ability to conceal their features with glamour at this same time, and because of this, it is possible that no one, save the cambion themselves, will be aware that any change has taken place. However, all cambion suffer under the weight of a curse, and this is also when the cambion's curse first becomes active.

A Deadly Curse

Cambion do not suffer from old age, but they are not strictly speaking immortal. If some other event does not take their life, sooner or later a cambion's curse changes, becoming something more lethal. When this finally happens is unpredictable; for most, however, it means they do not live significantly longer than mundane humans. Merlin's long existence does offer hope that there is some way for a cambion to defy their curse.

Appearance

Cambion look like humans but with obvious traces of their fiendish heritage in their features. As a result, they range from frighteningly grotesque, to inhumanly beautiful, but always have a sinister quality about their appearance. However, the Qliphoth blesses cambions with a fiendish glamour which allows them to look human.

While certainly it is not unheard of for children feared to be cambions to be put to the blade, this practice is no longer endorsed by the Church as it once was. The Church seeks to bring cambions into their fold as it does other celati. It has been decreed that even the Devil's own can be saved when they have a mortal soul as the cambion do.

Children of Fallen Angels?

The nephilim are of Grigori lineages; according to Church doctrine the Grigori are a particular group of angels which while fallen, were not cast into Hell, but were barred from the true Heaven. Qliphoth are regarded similarly; as fallen angels, but ones which fell so far that they were cast into Hell. From this viewpoint, the nephilim and cambions are very close kin indeed, with the only real difference simply being how very far the angel in their bloodline fell.

However, the Mal'ak faith of the nephilim regards the Qliphoth differently; it holds that the Qliphoth were never angels to begin with.

Cambion Bloodlines & Typical Curses

Nehemoth

Cambions of the Nehemoth bloodlines are the descendants of the Night Spectres, subtle demons which embody the primordial fear of things just outside perception. The Night Spectres are that which you see only right out of the corner of your eye, and the whispers in the night that you can't quite be sure if you were just imagining or not. Night Specters are also those desires and temptations which people dread to even acknowledge.

Those descended from the Night Spectres tend to have a quality of mystery about

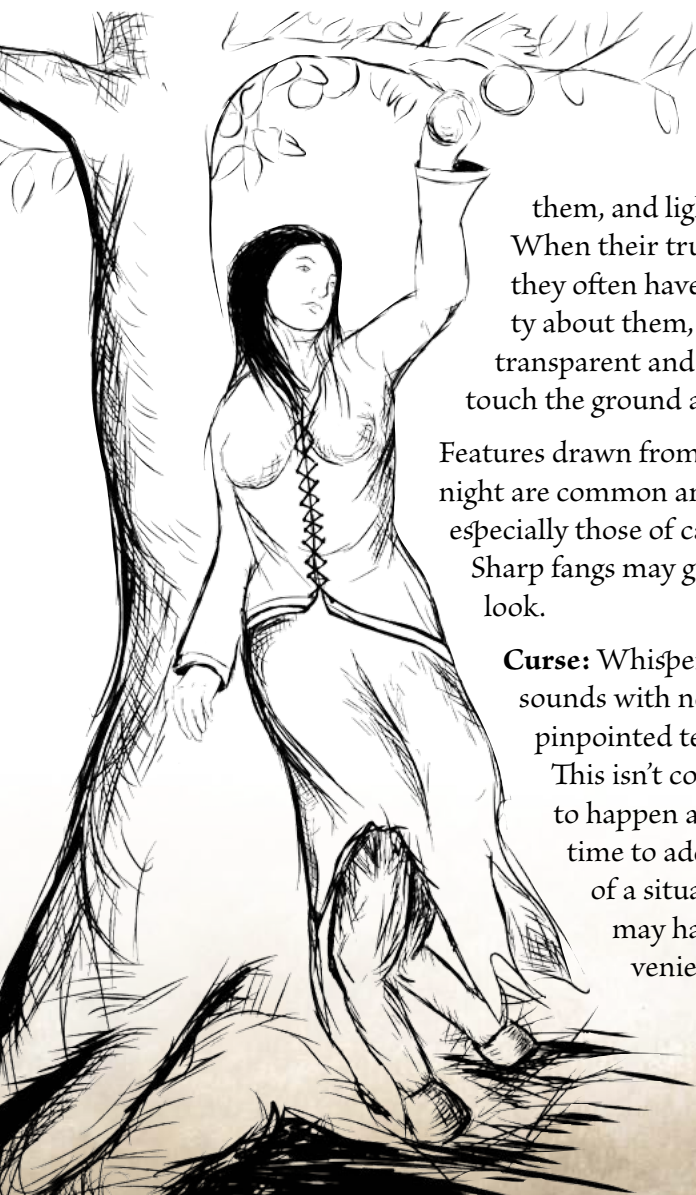
them, and light graceful builds.

When their true visage is revealed they often have a ghostly quality about them, even being partly transparent and seeming not to quite touch the ground as they walk.

Features drawn from creatures of the night are common among them as well, especially those of cat, owl, and serpent. Sharp fangs may give them a vampiric look.

Curse: Whispers and other strange sounds with no source that can be pinpointed tend to follow you.

This isn't constant, but is prone to happen at just the "right" time to add to the spookiness of a situation, and sometimes may happen at very inconvenient times.



Gamaliel

The Gamaliel are demons which represent the beauty of God's creation defiled.

They are always beings of incredible beauty, a beauty which that of almost any creature aside from the lovely angels pales in comparison. But this beauty is always twisted; many Gamaliel are marked by terrible wounds which never heal, or other forms of mutilation, which the creatures often inflict on their hosts. The Gamaliel tortuously inflicted deformities, wounds, and diseases as a work of high art. These fiends frequently have horns, long sinuous tails, and massive leathery wings as well, making them classic succubi.

Those Cambion of this bloodline tend to be lovely even in their human form, but are often marked by some manner of deformity or flaw. In their true visage, they look very much like their fiendish parent.

Curse: You are prone to strange desires, which others would find distasteful, or even disturbing. What these are in particular are up to you, but because of Gamaliel's more physical orientation, it tends to have something to do with the physical form. However, occasionally in your presence others find your tastes... are strangely contagious.

Samael

These are spirits which preside over murder and other forms of wrongful, unnatural death. They are also patrons of those who practice death magic.

Cambion of this bloodline much like their near kindred the nephilim of the Memitim bloodline, often have a hint of undeath about their appearance.

Curse: Animals can sense an aura of unnatural death about you, as such they tend to act strangely and possibly dangerously around you.

Harab Serapel

The Harab Serapel are demons sometimes called “the Ravens of Dispersion.” These fell spirits of the battlefield seek to inspire rational beings to fall into blind unrelenting rage and to engage in the vilest crimes of war.

Cambions born of the Harab Serapel, in their true visage, always have some corvid features. They are often powerfully built, like the ideal warrior, and may even have “natural” weaponry in the form of sharp blades growing from their very flesh.

Curse: You likely have a bad temper yourself, but, even if you don’t, when your curse is acting up, people become prone to aggression, and random fights and even riots may break out.

Thagirion

The Thagirion embody oppressive stasis, and soul-crushing order. These demons engender a fear of change so strong that the familiar is clung to with great desperation no matter how horrid the familiar might be. They have a strong connection to law, order, and the corruption thereof.

The Thagiron fiends take the forms of massive hulking giants of ebony skin, and their cambion children tend to be of great and powerful stature, they could be mistaken for nephilim, except their features are frequently of an ugly even deformed sort, rather than the near perfection found amongst the nephilim.

Curse: The character cannot break promises that they make without suffering repercussions. Repercussions may include spontaneously opening wounds, or being plagued by ill fortune.

Sathariel

The Sathariel are demons of dark secrets, and hidden truths. They are masters of misdirection and seek to sow confusion and falsehood. Yet, the fiends in their own way hold a deep value for truth, and those truly worthy can see through the tangled web they weave to find it, though likely at the cost of their sanity.

Cambions sired by the Sathariel frequently have horns and cloven hooves and certain other bullish or goatish traits. Those who are winged are as likely to have feathered wings as leathery ones.

Curse: It is those moments in which the truth is most precious that your curse is likely to act up. You may find yourself unable to utter the truth, instead speaking in a riddle or a blatant lie, or perhaps, no matter how honest you are actually being, no one will believe you.

Gamchicoth

The demons of this Qliphoth are known as The Breakers and the Devourers, and they seek to lay waste to creation and its wonders. These fiends may aid in the building up of kingdoms only so that very same kingdom can be laid to absolute ruin in the most devastating of ways. Their favorite thing to do, however, is to mock and corrupt religious institutions to this end.

Cambions sired by these fiends often have traits associated with the gods, goddesses or other holy figures of a faith, but these features are twisted as if their very forms mock the divine. Regardless of what figure they may bear a resemblance too, they usually have some hint of beast within their facial features, or at least something slightly feral about them.

Curse: When within a holy site the Cambion's fiendish glamour falters, forcing them to reveal their true form.

Golachab

The Golachab are fiends known as “those who burn with fire”. However, these are not true elemental beings. They are demons which embody chaotic, imbalanced destructive power and lack restraint. Often cambions born of them have signs of damage from being burned even in their fiendish glamour, and in their true visage. It is not uncommon for these cambion to look as if severely burned, or have signs of other elemental damage, such as scars that appear to have come about from lightning strike. Other classic devilish features are common, and these cambions tend to have powerful builds.

Curse: You are unlucky when it comes to the elements; lightning strikes, fires and storms tend to happen in ways that almost make it seem like they are really out to get you. Most often this results in things inconveniently being damaged or destroyed when you need them most.

Ghagiel

Ghagiel are spirits which seek to sow ignorance and confusion. They have a strong connection to those illusions and deception which help maintain the ego and ignorance at its ugliest.

Cambion of this bloodline typically have hints of insect in their features, and wings, especially those of locust or fly are common.

Curse: When your curse is acting up, it creates illusions. As a result people around you will see what they want to, rather than what is actually there.

Cambion Traits

All Cambions have:

- Fiendish physical traits.
 - Have the ability to freely manifest (or unmanifest) a glamour to appear human. However, this is an illusion, and when someone interacts with some obviously inhuman feature of the cambion, there's a chance they will see through it (for example, if a cambion with wings manages to swipe someone with a wing). To determine whether the person sees through the illusion, have the target make a Notice Overcome check vs. the cambion's Will Defense.
 - Can speak & read the language of the Qliphoth, which is often simply referred to as Fiendish. The spoken form of it can be comprehended by all intelligent beings*. While others can learn Qliphoth, cambions suddenly gain this language when they go through rinascita.
- *Qliphoth loses its mystical qualities when spoken by those not of fiendish lineage, thus only when spoken by cambions or certain other fiendish supernatural creatures can the language be understood by all.
- Suffer from some manner of curse, which is part of the character's species aspect. Examples of curses are listed under the various cambion bloodlines.



Free Cambion Stunt Options

See in Darkness

You can see in complete darkness.

Spirit of the Tree of Death

You are immune to the harmful power of the void, including that which death mages channel in order to inflict damage. You also have a +2 to save vs. death magic in general. However, you are also harder to heal using magic as well, and when life magic is used on you *must* make a Physique Defense check vs. the mage's Magicka check. If you succeed in your Physique Defense check, the spell fails to affect you.

Wings

You have wings which grant you flight.

Fiendish Weaponry

You have natural weaponry, perhaps sharp claws or fangs, or horns. These have a weapon rating of 2.

Fearsome Visage

When you drop your glamour, your true visage is exceptionally intimidating, even compared to others of your kind. You get a +2 to Provoke rolls to Attack by using intimidation. On the round right after you drop your fiendish glamour you can use Provoke to defend against any combatants engaging in close combat with you.



More cambion stunts

Many Guises

You can alter your fiendish glamour, changing your features such as height, weight, eye color, etc... though only within human ranges. You can even make yourself look like another specific person. It is possible to see through this disguise in the same way as a cambion's glamour ordinarily can be seen through. This ability grants a +2 to Deceive when the disguise is relevant.

Create Cursed Object

You can channel your fiendish curse into an object. Doing this places a situational aspect on the object which lasts until it is activated once. You can choose to have the object afflict the curse on the zone in which the item is located (and possibly on everyone in the zone), or on a single person when they handle it. You can cause the object to activate whenever you desire so long as you are not further away than a zone.

You can only have one cursed object at a time and only use this ability once per scene. If you make more than one cursed object, then the curse dissipates from all objects but the most recently cursed one. Targets can make a Will Defense check vs. a Will Attack check from you to defy the curse. You can get around this by spending a Fate point to invoke the curse as an aspect instead. If invoked this way, the character may be even further away than a zone when the object is activated as well.

Puppeteer

The ability of spirits to possess people is infamous. You have some of this ability.

In order to possess someone, you must go into a trance-like state, which leaves your own body helpless. While in such state you can make a Will Overcome roll vs. your target's Will Defense (unless the target is willing, in which case the ability succeeds automatically). If the target is a member of the supporting cast, a player character or main NPC then the cambion must also spend a Fate point to use this ability. If they are a main NPC or player character then success with style is required to succeed at all.

If you are successful, you take over their body for up to a scene. The target's own soul remains in their body, and can resist you at a +2 with another roll if you try to do something really strongly against their nature (and attempts to do things which would obviously lead to their demise will end the effect). The target must be in the same zone as the character using this ability, unless the character has an object the target highly values or is a part of the target (such as hair, or blood), in which case they can be any distance away so long as they are within the same realm.

If the cambion fails to take over the person, then they cannot attempt this again for a full day, and any objects used to ignore the range limit become useless for this purpose.

The possessed person and the cambion can communicate telepathically while the possession is active, but the cambion cannot simply rifle through the person's mind.

Holy water and other sacred items, when wielded by someone with true faith in their power can also be used to allow the host another attempt to free themselves from this possession.

The cambion can end this ability at will, and it can only be used once per scene at most.

Chapter 4: Equipment & Wealth



Weapons, Armor & Shields

Leaves of Chiaroscuro makes use of the weapon rating and armor rating rules found in Fate Core.

Weapons

If all that you desire is quick and simple weapon rules, then knowing a weapon's damage category and range category is all that is necessary.

If you prefer more distinction between one type of weapon and another, then additional abilities and disadvantages can be given to particular weapons. Some examples of specific weapons with their abilities are provided in this section.

Weapon Damage Categories

Light Weapons

Weapon rating: 1

Examples: dagger, gladius, shortbow, hand crossbow, cinquede

Special: light melee weapons have “Easily Concealable” as an aspect. Bows lack this aspect, with the exception of the hand crossbow.

Medium Weapons

Weapon rating: 2

Examples: rapier, light crossbow, falchion

Heavy Weapons

Weapon rating: 3

Examples: two-handed swords, heavy crossbow, longbow

Heavy weapons require two hands to wield. Bows and firearms require two hands to use as well.

Damage Types

All physical stress has a damage type. Mundane weapons, and even some magic, as well as the claws and teeth of most creatures, inflict the simple physical type. Mundane armor protects against simple physical type damage, but not against other types.

The other damage types include ice, lightning, fire, divine, void, aetheral and acid. Armor also does not protect against physical stress caused by excessive physical exertion, sleep deprivation, poison, or disease.

Weapon Range Categories

Ranged weapons have a variable distance from which they can hit a target. In general the following rules apply to them.

Short Range

1 zone. This includes thrown weapons, such as daggers.

Mid Range

2 zones. This includes most firearms and the crossbow.

Long Range

3 zones. This includes the longbow and other similarly long ranged weaponry. Some exceptional weapons may have even longer ranges.

Fantastic Advances in Weaponry

Recent leaps and bounds have been made in the advancement of military technology. Rumors abound of firearms which far surpass any of those seen before in terms of speed, accuracy, and reliability. Such weapons are highly coveted, rare, and usually end up in the hands of wealthy patrons who have personally commissioned them.

Firearms with Examples

Black powder weapons are available in Asiyah and are growing in popularity within Italy. Many of these relatively new weapons are notoriously unreliable, being nearly unusable in high humidity, but are well suited to dealing with armored combatants.

Archibugio

The archibugio is an early muzzle-loaded matchlock firearm and a predecessor of the rifle. It is also known as a hackbut or arquebus.

Weapon rating: 2 (medium), **Range:** medium.

Aspects: Humid Weather is My Bane.

Other traits:

Inaccurate: The character must beat their target's Defense by at least 2 in order to hit them (by 3 is still succeeding with style).

Armor-piercing: When the character succeeds with style on an Attack with Shoot while using this weapon, they ignore up to two shifts of the target's armor.

Hand Culverin

The hand culverin is a very early form of firearm, that is, a hand canon. Though cumbersome and inaccurate, it inflicts a great deal of damage.

Weapon rating: 4 (heavy +1), **Range:** medium

Aspects: Slow & Cumbersome

Other traits

Inaccurate: The character must beat their target's Defense by at least 2 in order to hit them (by 3 is still succeeding with style).

Armor-piercing: When the character succeeds with style on an Attack with Shoot while using this weapon, they ignore up to two shifts of the target's armor.

Melee Weapons Examples

Rapier

Rapiers are thin sharply pointed swords, primarily designed for civilian use rather than in warfare. The weapons have a relatively long reach while having a light weight. The rapier is quite the fashionable weapon, especially amongst the aristocracy.

Weapon rating: 2 (medium)

Aspects: Stylish

Longspear

This spear is a long polearm with a sharply pointed metal head. Longspears are especially useful when wielded by military units while in tight formation. This weapon is particularly popular amongst the therion.

Weapon rating: 2 (medium).

Aspects: My Reach is Long.

Cinquedea

The cinquedea is either a large dagger or short sword depending on who you ask. The weapon has a rather broad blade, reaching approximately 5 fingers of width near the pommel. The cinquedea was developed in Italy. These blades often have decorative designs etched into the blade.

Weapon rating: 1 (light).

Aspects: Easily Concealable.

Those blades which have impressive decorative etchings may be given appropriate aspects such as “stylish.”

Armor

Light

1 armor rating

Medium

2 armor rating

Has the aspect “Cumbersome.”

Heavy

3 armor rating

Has the aspect “Cumbersome and Hot.”

Heavy metal armor also has the aspect “Noisy.”

Mundane armor protects against simple physical type damage.

However, mundane armor does not protect against other forms of damage, such as that from fire for instance.

Armor ratings do not stack. If multiple items which grant armor ratings are being worn, then only the highest is used.



Masterwork Weapons & Armor

Masterwork armor has its armor rating increased by 1.

Masterwork weapons grant the character's Fight (for melee weapons) or Shoot (for ranged and thrown weapons) skill a +1 when using the weapon.

Keen masterwork weapons have a weapon rating of +1.

Masterwork weapons and armor are not commonplace as they must be made by smiths of exceptionally high skill.

Shields

Shields grant characters bonuses to Fight or Athletics while using the Defense action. They cannot be used with heavy weapons, and do not provide any bonus against attacks which cover an area instead of only targeting the person using the shield.

Making Attacks Using a Shield

A shield can be used as a weapon. When being used to attack, any shield other than a light shield has the “unwieldy” aspect.

Shield Categories

Light Shields

Defense bonus: +1

Weapon rating: +0

Medium Shields

Defense Bonus: +2

Drawback: The character treats their Fight & Athletics skill as being 1 lower when using actions other than Defend.

Weapon rating: +1

Heavy Shields

Defense Bonus: +3

Drawback: The character treats their Fight & Athletics skill as being 2 lower when using actions other than Defend.

Weapon rating: +2

Enchanted Materials

L'alluvione di Magia brought not only strange creatures, but also strange materials into Asiyah as well. Such materials are rare and coveted, but often dangerous to attain and difficult to work with.

Note: Tohu (see pg. 93) and Aether (see pg. 96) are two materials described within the chapter on the Multiverse, as they are the substances which those realms are composed out of.

Adamantine

Adamantine is the metal of the gods. This unbreakable substance has a bluish green coloration and silvery luster. It can only be found in enchanted places with strong ties to the Greco-Roman otherworld. Because of its scarcity pure adamantine objects beyond those of a very small size are almost unheard of. Instead adamantine is generally used to create composite metals. Because of its unbreakable quality, mining and forging adamantine requires powerful earth magic or difficult alchemical processes which use other rare materials. Some spirits also have the ability to shape the metal into objects.

Items made of adamantine composites

- Have the aspect Forged with Unbreakable Metal.
- Armor: Increases the armor's rating by 1. This +1 bonus can even be stacked with additional armor sources (such as natural armor).
- Shields: Gain an additional +1 to the defense bonus they grant.



Golden Apples & Chthonic Pomegranates

These fruits can occasionally be found in groves within enchanted realms. They are always the heart of their enchanted realm's genius loci, and the grove always has ties to a particular god or goddess as well. Chthonic pomegranates are the equivalent of golden apples for gods of the underworld, but beyond this and appearance they are identical.

Like any other genius loci's heart these groves are well protected by spirits and magical creatures. Such groves are respected as sacred places by all who follow the old ways.

Golden apples appear to be made of solid gold, but are indeed delicious sweet juicy fruit. Crimson pomegranates are of an exceptionally brilliant red coloration.

Eating Golden Apples & Chthonic Pomegranates

Anyone who eats one of these fruits ceases to age, and cannot die of starvation or thirst. However, these fruits are immediately addicting. Once a character eats one, they have the trouble “Addicted to Golden Apples” or “Addicted to Chthonic Pomegranates” which functions like a magic item trouble (pg. 225) and is thus pinned to the character as an extra aspect.

If a character goes a week without eating another golden apple they begin to crave them fiercely, and become increasingly fatigued. If they go three days more than a week without consuming a golden apple, then they fall into a state of enchanted slumber. No mundane means can awaken a person from such sleep. Whilst in this slumber the person’s dream-self leaves to dwell amongst the Greco-Roman otherworld.

Each fruit has an aspect tied to the deity of the grove from which the fruit came. An apple from a grove connected to the goddess Discordia may have the aspect Sows Chaos for instance.

Divine Cider-Infused Items

Golden Apples can be used to create a cider, which can be blended with other materials to create items with fantastic properties. Drinking the cider has the same result as eating one of the apples.

Items infused with divine cider from golden apples take on a lovely golden coloration. Items infused with crimson pomegranate take on a red coloration.

All items: gain an aspect associated with the god the particular apple has ties to. The earlier example of Sows Chaos may be appropriate for an item forged with a golden apple of Discordia.

Weapons: Can inflict full physical stress to both physical beings and aethereal entities.

Permanent thaumaturgy

A mage can create a permanent magic item with a spell of a tier equal to their path tier, instead of being limited to one below, if a divine cider infused substance is used as part of the magic item. However, this only works if the magic being made permanent is appropriate considering the god the apple has ties to. Thus, for example, an apple of Zeus would be appropriate to use for a permanent lightning spell.

Ichor

Ichor is the blood of spirits. It is the substance which aethereal entities bleed. There is great variety in what the blood of spirits is like. The ichor of a Yesod Angel is a luminous golden mist or silvery stardust, while the ichor of a Dryad looks like tree sap, and the blood of a Sathariel demon is a black viscous ooze in which blasphemies can be seen written.

Ichor like other forms of aether does not last long in the material realm. However, ichor can be preserved if blended with ingredients which the spirit it came from has an affinity for.

The GM may grant ichor other properties as they desire, and that of particularly powerful spirits may be granted potent powers if used in the right way. Perhaps the ichor of a fire spirit can be contained in glass globes to create a light, or the ichor of a spirit of fate induces prophetic visions when drunk. Ichor is also an appropriate substance to have as a requirement for creating permanent magic items, when it is desirable to make a quest of their creation.

Orichalcum

Orichalcum is no longer found in its natural state, and for this the world should be thankful. Orichalcum is an alien mineral life-form, and a dangerous parasite. In its natural state it looks like red quicksilver, but is quite capable of flowing and sculpting itself of its own accord. This wild Orichalcum seeks to take over the minds and bodies of living creatures. Once it has a host the Orichalcum eventually breaks the being's body down into raw materials for usage in whatever mysterious alchemical process creates more Orichalcum.

The ancient Atlantean nephilim alone knew how to craft using Orichalcum. There are disturbing records of the Atlanteans using human slaves to create more of the mineral. Atlantean lore speaks of those who could sing the metal into subservience, and at least one of their great cities was built out of the red metal.

Orichalcum objects look to be made of red-tinged gold. Orichalcum is little understood today, but surely has a great number of fabulous and dangerous properties.

Orichalcum artifacts

Orichalcum Memory Orbs

These artifacts are roughly the size and shape of a human brain, and while mostly made up of stone, veins of Orichalcum run through their many folds.

If a person holds a memory orb they'll begin to hear strange fleeting sounds and dim visions will flash before their eyes. If the person concentrates on the object, then they can access the memories stored within and experience them.

Using these objects is not without risk; over the long ages, the memory orbs have started to become corrupt. Not only are the memories within generally fragmented, but the original alien mind of the Orichalcum life-form has the potential to surface. Woe betide whoever who encounters that mind, for it hungers so.

Memory Orb: Memories of Childhood

This memory orb has fragments of ancient Atlantean memories; visions of a tree so vast that it dwarfs a mighty city, fleeting moments of a winged Atlantean soaring on air currents.

A newer memory has been added to the orb, that of a child gleefully running through a field chasing after butterflies. The memory was created as a gift for a man's ailing father so that he could once again know the joys of being a child.

Aspects: Ancient Fleeting Memories, The Joys of Childhood, An Alien Intelligence Lurks Within.

Cap & Raven

These two Orichalcum artifacts are a pair. One is a fine mesh cap, the other is a tiny statuette of a raven. Whoever is wearing the cap can choose to shift their perceptions to the area around where the raven is placed. When the artifact is being used, the character's own body lies helplessly in a trance-state. While the character is in this trance-state there is a small chance the intelligence in the Orichalcum will awaken and decide to take the character's body for a ride.

Aspects: I See what the Raven Sees, An Alien Intelligence Lurks Within.

Wealth

Wealth Points

Wealth points can be used to represent and track a character's earnings. When making purchases, or recovering from wealth consequences, each wealth point used adds a +1 to the character's roll. When clearing wealth stress (pg. 130), each point spent is equal to 1 point of stress cleared. Once wealth points are spent they go away. This means if a purchase fails to happen, the character still has their money, but if a purchase succeeds, the points are gone.

What Items Should Wealth Points Represent?

While wealth points can be used to represent other items they are best used to represent a character's earnings in currency or common trade goods. For other items, an alternative is to use the rules under "More than Simple Trade Goods".

An Example of Making a Purchase Using Wealth Points

Marco has 3 wealth points and is trying to purchase a high-quality horse. The GM decides that buying the horse will require a Great (+4) Resources Overcome skill check. Marco has his Resources skill at Average (+1). Marco decides to use two wealth points which will add another +2 to the roll. He makes the Resources Overcome check and gets a +1, then he adds his Resources skill bonus (+1) and the wealth points he chose to use (+2) bringing him to the +4 he needs. Since he's used those wealth points to make a purchase once, they go away.

Determining wealth points given out

The GM sets how many wealth points are handed out for a given job, etc... much as they would set the target number for a skill roll. Using Fate's ladder as a basis an average job would give out 1 wealth point.

Wealth Decay

Characters spend money on day to day necessities, and most of the time this can be fairly invisible. However, when characters bring in additional wealth, these day to day expenses are represented by the fact that only so many wealth points can be brought over from one session to the next.

- 1 wealth point is lost at the end of each session.
- No character can start a session off with Wealth Points higher than 2x their Resources skill.

What this means is characters need to actively be spending wealth if they want to get use out of it, and actively doing things to earn more of it, or it will dwindle away.

Wealth Decay Example

Lucrecia earned 7 wealth points during the present session. At the end of the session those 7 wealth points automatically drop by 1, bringing them down to 6.

Lucretia only has a Resources skill of Fair (+2) so the maximum she can begin the next session with is 4. This means she loses 2 more of those 6 wealth points when the next session begins, bringing her down to 4.

More than Simple Trade Goods

Characters typically don't just try to sell all their belongs. Technically that sword that a player's mercenary character has held onto has a worth too, but it isn't subject to wealth decay.

It is best not to have items which are more than simple trade goods be part of the wealth points system. If players do choose to try and sell off equipment, instead the item grants a situation aspect when being sold. Such items may not give as high a bonus as wealth points have the potential to, however, the aspect granted by using an item can mean something different, narratively speaking.

Starting Equipment



There's no set list of equipment a character begins play with. Instead, a character's concept should be taken into account when determining what sort of belongings they start with, along with what they've invested into the Resources skill.

For example, it's appropriate for a mercenary to have a decent weapon, set of armor, and perhaps a horse, even if he has not invested

in his Resources skill. Chances are at some point he managed to save up enough for them or gained them some other way. Ultimately, he has them simply because it makes sense.

However, a serf who has the same Resources skill would not have the things the above-noted mercenary does, simply because it doesn't fit the character's concept.

Likewise, if a character's concept and Resources skill don't match up, some thought should be put into why. For instance, if you are playing a noble without Resources, what led to him being that way? Has the situation led to him living like a pauper (in which case he'd start out with little access to equipment)? Or does he still somehow have some tenuous hold on his estate?



The Perils of Exploration and Resources

Wealth becomes very important when travelling, or engaging in exploration where no civilization is within quick reach.

During travel and exploration, there are additional risks to the character's wealth, from bad weather getting into and damaging supplies to hungry animals sneaking off with food. Those sorts of events can all cause wealth stress, and result in characters having to make an effort to find enough supplies to replace what was lost and continue onwards.

If characters do not, for whatever reason, bring sufficient food and other necessities with them when they explore, the GM may also pin a situation aspect to them to represent this.

Chapter 5: Thaumaturgic Magic



Magic is a very real thing in the world of Asiyah, and one type of magic is thaumaturgy. The practitioners of thaumaturgy are sometimes referred to as thaumaturgists or thaumaturgic mages in order to distinguish them from the practitioners of other types of magic.

Thaumaturgy is of an improvisational nature, which means that thaumaturgists don't have to do any sort of preparation prior to casting their spells. They can make up new spells on the fly.

Magical theory is not a unified thing in Asiyah. There are many different magical traditions and beliefs held about it, even amongst the thaumaturgists themselves. However, some things are clear: it does have some connection to the primordial Tohu Chaos, and is not a power entirely of this world.

Thaumaturgists call upon a spiritual aspect of themselves, called ka when they cast spells. Without the usage of ka, a mage is at risk of their magic becoming tainted by the energies of the Tohu Chaos and of becoming a warlock.



Thaumaturgy Light

Thaumaturgy is a very rich magic system which allows for a great many things to be done. But, sometimes a quick and simple magic system is all that is desired.

- Buy a mage path as you would any other stunt: this stunt gives you a single path at tier 1. Don't worry about gaining more tiers unless you want to move beyond quick and simple. The path you select determine what "flavor" your magic takes (the path list starts on pg. 234).
- You start out with 2 ka and gain 3 more per point you invest in the Magicka skill.
- Use the Magicka skill and spend a point of ka to cast spells (see pg. 214 for how to regain ka). For tier 1 spells at least a fair (+2) on your Magicka skill check is required for success. If your magic is being resisted by a target, also beat that target's defense. If your Magicka skill check is less than fair (+2) you take a point of mental stress and the spell fails.
- Spells can be used with any of the four Fate actions, or to create simple on the fly stunts.
- If used for damage, tier 1 spells have an weapon rating of 1. This means that 1st tier spells are equivalent to light weapons.
- If used for armor, tier 1 spells have an armor rating of 1. This means that 1st tier spells are equivalent to light armor.
- Select a Mage Oath. If you break your Oath three times you become a warlock. See pg. 209 for more on this topic.
- If you run out of ka, you can still cast spells, although doing so has potential repercussions (see pg. 213).
- Tier 1 spells can last up to a scene, and have up to a zone of range.
- Mages cannot cast spells if notably restrained, such as by a grapple or due to being tied up.

Variant Levels of Power

Thaumaturgy can be altered in a few different ways to increase or decrease its level of power.

Increased power

There's a few different options for more powerful thaumaturgy, one or all options may be used. This option is best for groups that are all mages, or command other similarly powerful abilities.

- Characters automatically gain back all ka once a day; they don't need to worry about things like blood magic, or making pacts or siphoning off ka from another source.
- Characters get two different paths per stunt instead of one.
- Characters are granted a certain number of path tiers for free, and can invest their 3 beginning stunts elsewhere.

Decreased power

There's a few options for decreasing the power of thaumaturgy as well.

- Limit characters to tier 1 thaumaturgy paths. This can work well in groups which include both mages and non-mages.
- Characters do not automatically regain any more than 2 ka in a day; this makes doing things to gain ka, like making pacts with genius loci very important.

Mage Oaths

All mages live under magical oaths. These oaths are not something a mage chooses to take in the way a mundane oath is, rather when a mage casts their very first spell they then know their oaths instinctively. If a mage is asked who grants the oath then they may say God, the Devil, or perhaps even magic itself.

Mage oaths like that tend to be odd things, like having to throw salt over your shoulder when you first wake up every morning, or never drinking milk. They can if the mage is lucky tie into the tenets of a mage's faith, or some cultural taboo they adhered to already.

Unlucky mages have really terrible oaths, and it is such oaths which have spawned tragic but terrible villains. The serial killer who slays a red-head once each full moon may very well be a mage following their terrible oath.

Some magical orders and religious organizations (such as the Church) know ways of changing a mage's oath to better fit the interests of their organization. However doing this is not easy or quick so most mages only change their oaths in such a way once.

Oaths for Player Characters

It is ideal to have oaths which actually matter in play, or at least add something interesting to the character, however, unless the goal is to have tragic characters, oaths that are almost certain to doom the character should be avoided. Mages with horrible oaths can make great villains, and those with nigh-impossible to adhere to oaths might make good, if tragic NPCs, but such oaths are ill-suited for usage as player character oaths.

Consequences of Breaking an Oath

If a character breaks their oath three times they become a lesser warlock. One of their aspects must be changed to reflect this transformation, except the High Concept which is off-limits.

A lesser warlock can become a normal mage again by having their oath changed via a ritual, assuming they are a part of an organization capable of performing such a ritual. Once this is done, the character must change the aspect which reflects them being a warlock to something else.

If a character who is a lesser warlock already breaks their oath three more times they become a greater warlock, and they must change the aspect which reflects them being a warlock again. A greater warlock's oath cannot be changed; they are doomed.

Warlocks

Those mages who become warped by the Tohu are called warlocks, for they have broken their oaths.

Just how their magic warps the world depends on what sort of magic a warlock practices: one may warp beasts, causing them to grow dangerous, even monstrous in their presence, another may cause fields to grow barren. No matter the case a warlock's magic is beyond their control, and they are a danger to themselves and others.

Some creatures are a result of greater warlocks transcending their state to become something more. For instance, some very powerful greater beast warlocks have found a way to become a form of lycanthrope via the performance of a ritual. These lycanthropes are called Children of Lycaon, after the legendary sorcerer-king of Arcadia who became such a creature himself.

Some greater death warlocks know a means to make use of such warped magic to become powerful undead magi known as liches, which allows them to continue their cursed existence.

Example Warlock Effects

Just how a warlock's corrupt magic affects things should be determined depending upon what paths they have.

Life Warlocks

Living beings who spend too much time around the warlock may have their growth altered; children grow erratically and painfully, the unborn grow too quickly and unnaturally large in the womb, violently killing their mothers. Life warlocks and those around them may find themselves suffering from unnaturally fast growing tumors and other terrible growths.

Dimensional Warlocks

Space around the mage behaves strangely. At first, this may mean occasionally space warps in an erratic, confusing way, before returning to normal.

More advanced warping can cause the presence of the warlock to wear thin the veil between worlds, causing places around them to become enchanted, resulting in dangerous otherworldly entities spilling through.



The Magicka Skill & Ka

All characters begin with a pool of ka points, which starts at 2 points. For each increase in the Magicka skill, a character gains 3 more points of ka. Thus a character with a magicka skill of fair (+2) has 8 points of ka. This number is also used to determine the character's typical maximum ka points per day.

Magical consequences

Magical consequences come into play when dealing with permanent magic, and sympathetic magic (see pg. 225).

A magicka skill of Superb (+5) and above gives a character an additional mild consequence slot which can only be used for magical consequences.

Casting a spell

Each time a spell is cast, the Magicka skill must be used to determine if the casting is successful, and a number of ka must be spent from the character's ka pool.

Occasionally the GM may deem a spell should be more difficult to cast than a typical one of its tier. This is fine, but should be done sparingly.

If a spell is being cast on a target, the target can attempt to resist, and the mage's Magicka skill check must also beat the target's defense.

Standard Ka Costs & Spell Casting Difficulties by Tier

- Tier 1: at least fair (+2), 1 ka
- Tier 2: at least good (+3), 2 ka
- Tier 3: at least great (+4), 4 ka
- Tier 4: at least superb (+5), 8 ka

Stress & Consequences

If the mage's Magicka skill check fails to meet the minimum to cast the spell, they suffer mental stress equal to the spell's tier. If the mage has a magical consequence slot open, they can choose to use that for a consequence suffered due to spell-casting failure instead of suffering a mental consequence.

Casting Without Ka

- Mages can cast spells without spending ka, however, neglecting to call upon ka's stabilizing nature makes casting more difficult and places them at risk of becoming corrupted.
- The difficulty of casting is increased by two.
- If the mage fails to make the minimum Magicka check to cast the spell it counts as having broken their Oath once (the result is the same if the result is  on all four dice).
- Every time they cast without ka they take mental stress equal to the spell tier being cast.
- Finally whenever they cast out of ka, the mage's spell gains the situational aspect "Unstable Spell" which can be invoked to represent the chaotic nature of their magic.

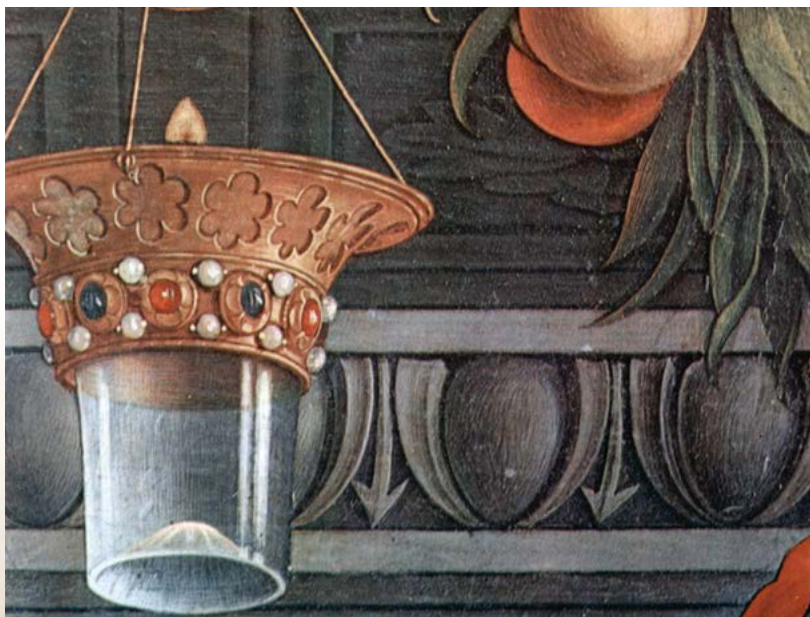
Regaining Ka

All characters automatically regain ka equal to 1/2 their total, to a minimum of 2 each day.

Because of this, mages will often find themselves needing to resort to other methods of gaining more ka. The various options are presented below.

Maximum Points a Mage can Regain a Day

A mage cannot regain more than their typical maximum ka points per day from a genius loci. This means, for instance, if a mage has a maximum amount of ka equal to 12, they regain 6 automatically once a day assuming they get sufficient rest. The mage can then regain 6 more from a genius loci. That would bring them up to their 12 maximum. Even if the mage expends some ka and then returns to siphon more, they will not have the capacity to. Blood magic when the victim is of at least human-like intelligence, or supernatural in nature, however, breaks this rule (see the following page). There are rumored to be pacts with certain very powerful spirits that can break this rule.



Blood Magic

All living things have ka, and so do spirits and undead. Ka can be taken from creatures by slaying them. Ka gained via blood magic may even exceed the character's usual maximum total.

Blood magic requires a ritual which takes a scene to complete and requires the death of a living or undead creature, and a Lore: Occult roll of at least Good (+3). If successful, whatever ka the dying creature had, the character performing the ritual gains.

If performed on an undead creature, the ka taken will affect the mage, causing them to suffer physical stress (of void damage type) equal to the ka taken. They will gain the situational aspect "Touched by the Void" for the next scene, representing that the energy which fuels undeath has tainted them.



Taking the ka of other supernatural creatures, even including celati, sometimes has its own strange effects, which can be unpredictable. For instance, a mage was found reduced to a pile of smoldering ash after using blood magic to take the ka of a slain fire apeiron. Yet another reported that after taking the ka of a lacerta they had vivid dreams of flying for weeks afterward.

Genius loci of Enchanted Places

Pacts can be made with spirits to exchange ka, but it is quite unusual for them to do so with the exception of genius loci.

Genius loci are spirits of place; they are the very essence of a location. Generally, genius loci exist in a dormant state, however, those of enchanted places are awakened and may be communed with via ritual. Enchanted places are flush with magical energy, and even the least amongst genius loci have a seemingly endless abundance of ka.

Siphoning Ka from a Genius loci

Mages can attempt to take ka from a genius loci by siphoning it from them; this is almost certain to turn the very environment itself against the mage. To do this a mage must perform a ritual, and get at least a Good (+3) on Lore: Occult to succeed. The genius loci itself can attempt to Defend with Will. Genius loci usually have a Great (+4) Will skill, or better, so this is dangerous and difficult to do. If successful the Mage gains ka equal to the successes they got on Lore Occult minus the genius loci's Will Defense roll.

Making Deals with Genius loci for Ka

Mages may make pacts with genius loci; some genius loci are more open to this than others, and each genius loci will demand something in exchange. The genius loci will for its end of the bargain grant the Mage access to some amount of ka.

Resisting Magic

Characters can always attempt to resist the impact of magic. How a given spell should be resisted depends primarily on the nature of what the spell is doing. Is the character's form forcibly being changed? The character should resist with a Physique Overcome action. Trying to avoid getting blasted with a fireball spell? An Athletics Defense action makes sense in this context.

Some magic can completely disable a foe, such as time path magic used to suspend someone in time. For some lesser characters, such as Nameless NPCs it may be best just to let such spells simply stick until their duration runs out. For player characters and Main NPCs especially, it is better to let them attempt to break free of the spell's hold each round.



Thaumaturgy Spell System

The Limits of Thaumaturgy

Thaumaturgy is capable of a vast number of things but has its limits.

Restoring the Dead to Life

Even rather powerful mages can only bring the dead back to life temporarily (and such resurrection dooms the target to having to die again when the spell's duration elapses), and only if the original death occurred a short time ago.

Manipulating the Minds of Intelligent Flesh & Blood Beings

For whatever reason, thaumaturgy is rather limited when it comes to manipulating the minds of humans, celati, and other living flesh and blood creatures which are not simple animals. It cannot be used, for instance, to psychically control humans or celati, and similarly intelligent flesh and blood creatures, or to read their minds. However, some of the specific paths can do particular things to such minds, such as reducing them to a bestial mindset using the Beast path.

Manipulating Spirits

Thaumaturgy can be used to command spirits, but it has limited hold over them as well. Commanding spirits is beyond the abilities of a mere novice mage (i.e. can't be done by first tier mages). Though intelligent living beings have a soul, which is a spirit of sorts, there is no loophole which allows for them to be commanded using thaumaturgy via targeting their spiritual aspect.

Summoning and Dimensional Travel Outside an Enchanted Place

Summoning otherworldly creatures except when in an enchanted place is impossible, unless such a creature happens to already be in the same realm as the character and within the spell's range.

Opening portals to other worlds and other forms of travel to other realms is likewise impossible when not in an enchanted place (dream travel is an exception). This is due to how thick the veil between worlds is in most places.

Destroying Spirits/Souls

Thaumaturgy cannot destroy spirits/souls, though it can destroy avatars.

Affecting a Mage Oath

Magic cannot allow a mage to ignore their oath and break it without consequence. For the most part, magic cannot alter a mage's oath either. Magic is equally ineffective in its ability to influence the oaths of other mages.



What can Magic do?

What a given spell can do is limited by what path(s) are involved, and what tier is being used. Thus Beast could be used to grow feathers, and Life to heal a wound, but not vice versa. More about what sorts of things a magic is capable of is detailed under the specific paths, and list of tiers.

The Four Fate Actions & Magic

A relatively easy way to handle most spells is to use them to take one of the four actions:



Overcoming an Obstacle

Example: Allesandro needs to get across a chasm, he casts a dimensional spell to teleport to the other side.



Create an Advantage

Example: Allesandro is trying to remain hidden from an enemy, he uses his phantasm magic to create an illusion which allows him to blend in more easily with his surroundings, granting him the advantageous “difficult to see” aspect.



Attack

Example: Allesandro conjures a fireball to blast a foe that is charging towards him.



Defend

Example: Allesandro creates an illusory double of himself as a defense, hoping his attacker will strike it instead of him.

Stunt-Like Spells

Spells can also be easily used to do the sorts of things a stunt can do, including adding a bonus to a skill, adding a new action to a skill or creating a rules exception.

Example: a phantasm spell is used to disguise a character, granting them a +2 to Deceive Overcome checks where the disguise is relevant.

General Limits by Tier for Magic

Below are guidelines for what magic can or cannot do within a given tier. In addition to these guidelines, magic can only do things appropriate within the path(s) used (Fire to create fire, Life to heal wounds, etc....).

These guidelines are just that: they are examples and do not cover every possible thing which could be done with magic.

First tier

- Can protect from damage of the same type it can inflict, but not grant immunity. If thematically appropriate it can create natural armor (such as by hardening skin for instance).
- Can alter a person's form in minor ways: appearing as someone else in the same or very similar species, altering height and weight slightly, adding gills, or claws for example. However extreme changes such as shapeshifting into an animal are not possible.
- Can create relatively commonplace substances and simple objects, but not things notably rare or expensive in the region the spell is cast within. Thus if for instance, if iron is common in an area it can be created, while gold which is likely to be not only rare but worth a lot cannot.
- With the exception of aether (for the path of medium) otherworldly substances cannot be created.

- Can create parts of living things, but not entire bodies, or new living creatures.
- Life magic can remove a minor physical consequence.
- Cannot open portals to other worlds, or summon spirits.

Second tier

- Life magic can reduce moderate physical consequences to minor.
- Rare substances can be created, but not otherworldly ones (aside from aether).
- Spirits can now be summoned and commanded.
- Dramatic alterations to people and creatures can be made: a human could, for instance, be transformed into an eagle.
- Can open portals to the aethereal (path of medium) or to other worlds if they are connected to an enchanted place that the mage is within while casting (dimensions).

Third Tier

- People can be resurrected, but only temporarily, and only if they have been dead for just a short time.
- Life magic can reduce severe physical consequences to moderate ones.
- Substances which are otherworldly in nature can be created.
- Portals opened in an enchanted place can be to worlds the enchanted place has no connection to.
- Spells can grant immunity to a single form of damage, assuming it is appropriate for the path being used.

4th Tier Mages

These are legendary mages, with the sort of power that few magi can even begin to understand how to gain. Gaining 4th tier magic requires becoming a greater warlock, and somehow managing to transcend the state. Such mages often little resemble the people they were before, appearing to be some new strange sort of being, and they have control over their magics unlike warlocks. This degree of power allows for breaking the usual limits of magic, and accomplishing truly legendary feats.

The rare NPC may have such power, and it may be a goal for player characters to attain, but certainly they should not start with it.



Numbers & Tiers for Magic

Another advantage to higher tier spells is they add numerical bonuses beyond what first tier spells are capable of.

Bonuses

If the spell grants a bonus, it grants an additional +1 for each tier above 1 it is. Example: a phantasm spell at tier 2, handled similarly to a stunt, could be used to grant a +3 to Stealth using the Overcome action. A tier 3 version would grant a +4. Note that shifts used for damage or armor are handled with rules separate from this, which are detailed below.

Damage & Weapon Ratings

Magic used to cause damage starts with a weapon rating of 1. For each tier above 1 the spell is, the weapon rating increases by 1.

Armor Ratings

Magically created armor starts off with an armor rating of 1, and increases by 1 per tier above that (so tier 2 armor has a rating of 2 and so on).

Handling Spell Duration

Spells are Largely Temporary

Alterations to a creature go away, temporarily created weapons vanish or return to whatever form they originally had. Within reason some things are permanent. For instance, healed wounds do not reopen, nor does damage from a fireball go away after a spell expires.

Ultimately handling magic takes some common sense and a sense of what is appropriate within the setting.

The Duration of Spells

As a general rule of thumb spells last 1 scene per tier, or can be ended earlier if the caster desires.

However, in some cases it makes more sense instead for a spell to do one thing and then immediately end. An example of this would be a typical fireball spell: it is used to attack a target once and then expires.

Permanent Magic & Magic Items

Mages can make spells of one tier lower than their path's tier permanent.

Making spells permanent requires a ritual which takes at least 2 hours per spell tier to complete and requires a Lore: Occult skill check (Magicka is not used for these rituals). These rituals require components, the simplest way to handle if the mage can muster up the required components is to have them make a Resources Create an Advantage skill check. However, gathering the proper components may also be done through play rather than a simple skill check, which can help make the creation of permanent magical effects more precious and interesting.

The skill check(s) for this ritual must at least meet the following:

- **Tier 1 spells:** at least Good (+3).
- **Tier 2 spells:** at least Great (+4).
- **Tier 3 spells:** at least Superb (+5).
- **Tier 4 spells:** at least Fantastic (+6).

Drawbacks

The various potential drawbacks of permanent magic are detailed below. These rules are mainly through the lens of magical items, but permanent magic cast directly on a person or creature should be handled as if the spell is on an item that cannot be taken off.

Magic cast on a location always causes a magical consequence if higher than tier 1 and if only tier 1 gives the location a trouble instead. Most locations have only 2 consequence slots for this purpose. Some places, such as holy sites, may have 1 or 2 more.

Once these slots are filled the location surges with chaotic magical energies, which most likely will spill out temporarily causing strange and dangerous magical phenomena in the area (after which any previously permanently cast spells on the location are no more), but on rare occasion instead will cause the location's genius loci to awaken, the veil to wear thin, and thus an enchanted place to be born.

Magical Consequences

Inflicting the user/target with one of these is not the only possible price of a magic item (or other form of permanent magic), though it is the most severe.

It is particularly appropriate for more powerful magic items to inflict a consequence on the user, but there is no hard-and-fast rule on when an item should inflict a consequence. If you want an item to be cursed and for it to have more impact than a Trouble, use this option.

Note that these consequences do not start to go away until after the spell inflicting them has been lifted.

Magical Consequences and the Caster

The caster of a permanent spell suffers from a magical consequence. Handle clearing this slot the same way as with a typical consequence. If the caster also happens to be the spell's target and the spell is one which inflicts a consequence on the target, then treat the caster as only being the target for this purpose.

Naming Magical Consequences

Magical consequences can be a variety of things. They may tie-into the particular spell effect, such as a person granted a keen sense of hearing from a spell gaining the consequence "Painfully Sensitive to Loud Sounds," to effects that look more like magical curses.

Extreme Magical Consequences

Extreme magical consequences represent truly nasty permanent magical consequences that even lifting a permanent spell cannot repair. A person or creature afflicted by one of these may end up twisted into an utterly inhuman horror. Mages themselves immediately become greater warlocks at this point instead of actually taking an extreme consequence.

A Bonding Process

The magic item requires some process in order to bond with it, and until a character goes through that process they cannot gain any of the magical benefits of the item. What the process requires should be appropriate for the nature of the item. For instance, a mask that allows a character to take the shape of a wolf might require eating nothing but meat the character has hunted themselves from one full moon to the next.

Bonding processes cause extra work initially to use an item, but have no further impact after the process has taken place, beyond that only the bonded character can use the item (which may be a good thing). Permanent spells cast directly on a person or creature never require a bonding process.

Magical items should generally have something more than a bonding process, but, occasionally giving them one with no further cost can help to set it apart from the rest.

A Trouble

Some items have a Trouble. This causes problems for the character similarly to items that inflict a consequence, but does not fill a consequence slot. The item's Trouble does not replace the character's own, but is essentially a curse they suffer under. Having 2nd and 3rd tier magic items which have a Trouble also cost refresh can help balance them against lower tier items.

One point of refresh for 2nd tier items, and two points for 3rd tier items is recommended.

Refresh Cost

A magical item may cost a point of refresh to use, just like a stunt. This is appropriate for minor magical items, like those created with first tier thaumaturgy. Those created with second or third tier should have an additional cost, such as a trouble, or even an additional point of refresh. If a character is ever rid of the item, they gain the refresh it cost back.

~

Range

Spells have a range of up to 1 zone at first tier, plus 1 more zone for every tier above first.

Line of sight: as a general rule if a mage cannot see something they should not be able to target it, even if it is otherwise within range.

Physical barriers: Magic cannot simply go through physical barriers (at least not without brute force, such as by blasting through violently).

Exceptions: Occasionally it may make sense for magic to be able to ignore line of sight and physical barriers. For instance, if a mage casts a spell to detect if there's water under the ground, it may be acceptable for them to be capable of doing so despite the ground being an obvious barrier.

Sympathetic Magic

Sympathetic magic overcomes range: it ignores line of sight, physical barriers and distance. However, sympathetic magic requires ritual casting, this works just like casting permanent spells, except as follows. Something from the location, person or object being targeted must be used in the ritual. If a person or creature is being targeted the object must either be something of emotional significance to them or something that is a physical part of them (such as hair, or blood), and it must be used to create an object in the likeness of the person or creature (such as a doll which looks like them created using their hair).

If sympathetic magic is used against another mage, and the Lore: Occult check fails, then the other mage will know what was attempted against them and by who. The mage can freely retaliate against their attacker (without suffering a magical consequence) with a single sympathetic spell of their own.

A magical consequence is gained each time a sympathetic spell is cast as well.

Combining Sympathetic & Permanent Spells.

A mage may wish to create a permanent teleportation circle which allows them to travel somewhere far away; to do this they would have to use both sympathetic magic and permanent magic. This advanced form of magic which combines two difficult to cast sorts of spells is out of the reach of the vast majority of mages. In fact, only 4th tier mages are capable of properly performing the rituals required for this sort of magic.

Handling Special Situations

Summoning, Shapeshifting & More

Mages can shapeshift, summon creatures, command undead. These things can be handled simply like any other spell, making them essentially a matter of flavoring spells using the Four Fate Actions, or simple stunts. However, thaumaturgy is nothing if not flexible, and thus there are other interesting ways to deal with these sorts of spells.

Summoning Spells

Mages cannot begin to summon and command spirits or most other supernatural beings until they have at least 2 tiers in the path they are using to do so. They can only command and summon spirits with a strong affinity for the path they are using. This means a mage using the fire path could summon a spirit of flame, but not a spirit of earth for instance. Mundane creatures and mindless undead, however, can be summoned and commanded even at tier 1.

When commanding spirits and other creatures, the being gets to resist being controlled with a Will Defense check vs. the mage's Magicka skill.

Summoned creatures can resist a summoning spell with Will. If a creature being summoned succeeds in resisting, they may still show up if they wish, but, will not be under the control of the mage.

Summoning creatures from other realms typically does not work unless the mage casts the spell while in an enchanted place.

Freed Summoned Creatures

Summoning creatures can be dangerous. Once the spell which summoned them elapses they are free of the mage's control. Depending on the particular creature, it may run off to be free in the world, try to possess the mage, bargain with the mage, or violently retaliate against the person who magically manipulated it.

Banishing Summoned Creatures

A mage can attempt to banish a summoned creature, but this requires an additional spell being cast. Creatures can resist being banished the same way that they can resist being summoned and controlled. Furthermore, to banish a creature to another realm requires the mage be in an enchanted realm.

How Powerful Should a Summoned Creature Be?

Especially for tier 2 spells, summoned creatures should be handled as relatively simple Nameless NPCs. In Fate these come in three varieties: Average, Fair and Good (see the Fate Core rulebook).

What variety the caster gets can be determined by how well they roll

- **On a tie:** Average
- **Beat the minimum casting requirement by 1:** Fair
- **Succeed with Style:** Good.

If the caster is using a tier 3 spell, then build summoned creatures as Supporting Cast instead. If the character succeeds with style then they can summon something built as a Main NPC.

What about tier 1 creatures?

They should use the same rules as tier 2, keeping in mind only mundane creatures (such as animal using the beast path) and mindless undead can be commanded and summoned at tier 1.

Commanding Creatures and Degree of Power

Tier 2 spells are strong enough to command creatures built as Nameless NPCs. Tier 3 spells can command creatures built as Supporting cast, or even as Main NPCs. Keep in mind humans and celati cannot be manipulated this way.

Pacts & Magical Compulsion

Certainly, mages have tried to force creatures into making mystical pacts by using magical compulsion, and such pacts are null and void. This works both ways; a pact a person agrees to because they are under the magical control of a spirit or other creature is not binding.

Shapeshifting

Shapeshifting using tier 1 spells should be kept simple; it alters a creature (including possibly the mage casting the spell) in a single or overall relatively simple way.

Standard spells as stunts or using the Four Fate actions work quite well for tier 1 shapeshifting. A character could for instance, modify themselves to be stronger using the beast path with a spell called “Strength of the Gorilla” and thus gain +2 when using Physique for the Overcome Action.

Tier 2 shapeshifting allows much more dramatic changes. The therion stunt Beast-Shape (pg. 165) is a good model for how to handle such spells.

Tier 3 shapeshifting spells can be handled the same way as tier 2, but given more “oomph”. Most notably such potent spells are an excuse to swap out your top skill while active.

Regardless of what tier is being used, the nature of the shapeshifting spell must be appropriate considering what path is being used. The beast path can be used for altering flesh to create disguises, add animal features, or become a beast, while the earth path could be used to harden a character’s skin into stone armor, or turn someone into a stone statue.

Gio grasped the feather tightly in one hand, his arms outstretched as he watched a hawk soaring through the sky.

He let himself fall, the ground far below rushing up to meet him. Gio's magic did its work, the feather fusing to his fingertip, his form erupting with feathers and growing light.

Gio beat his wings against the air and soared far above the cliff from which he had leapt.



The Many Paths of Magic

Thaumaturgy is made up several different paths. Which paths a mage has determines what sorts of spells they can cast.

A mage with a path of air could blast someone with a fist of air, however, they cannot use their magic to command beasts, or magically sculpt a statue made of stone. If a mage has more than one path, they can create spells which use both.

Gaining Path Tiers

Each mage path tier counts as one stunt. That means getting just the 1st tier is one refresh, going all the way from no tiers to 2nd tier costs two refresh and so on. A mage can spend refresh to purchase more than one path if they desire.

Example Spells

Every single path gets three example spells in its entry, to provide players additional guidelines for their own. Many of these spells can be cast at a higher tier than they are written for in order to make more powerful versions.

Damage Types

Some of the example spells mention damage types. More on damage types can be found in the Equipment & Wealth chapter (pg. 190).



Beast

A mage using this path taps into the primordial power of beasts and of the flesh. Such mages can control beasts, sculpt flesh like clay, use their magic to take animal form (or turn others into animals), and command beast spirits. The path of beast allows some manipulation even of the minds of intelligent flesh and blood beings. Humans and celati may be changed, their minds becoming those of wolves or of sheep or any other sort of creature the mage desires. However, as with other thaumaturgic magic, the body is more easy to impact than the mind and thus tier 1 mages are not capable of such alteration to intelligent minds.

Example Beast Spells

Eyes of the Eagle

Type: Stunt-like

Required Tier: 1

Effect: You transform your eyes into those of a bird of prey. You can see great distances and gain a +2 Notice when it concerns vision.

Summon Mount

Required Tier: 1

Type: Stunt-like

Effect: You summon a horse to serve as a mount. This mount is a simple Nameless NPC. Its power may vary some depending on how well the spell is cast. The following is a simple Fair mount.

Aspects: Summoned Horse, Swift Running Mount

Skills: Fair (+2) Physique, Average (+1) Notice, Athletics

Stress: One stress box.

Body Horror

Required Tier: 1

Type: Four Actions, Attack.

Effect: You warp a person's form in a disturbing manner against their will. This is psychologically traumatizing and inflicts mental stress. This spell has a weapon rating of 1 but inflicts mental instead of physical stress.

Have fun describing the horrific changes which you make to your victim's form.

Dimensions

The path of dimensions covers magic dealing with space itself. It allows the casting of spells dealing with travel, the warping of space and the perceptions thereof. This can be used for a variety of things ranging from teleportation, to changing how one point relates to another in space, to aiding in navigation.

More advanced dimensional mages can even tear open portals to other realms (see limits by tier pg. 221).

Example Dimensional Spells

Teleport

Required Tier: 1

Type: Four Actions, Overcome

Effect: You can instantaneously teleport from one location to another location within a zone. This must be a location that you can actually see.

Violent Compression

Required Tier: 1

Type: Four Actions, Attack

Effect: You manipulate space around a person, violently compressing it. This deals physical stress with a weapon rating 1.

Remote Viewing

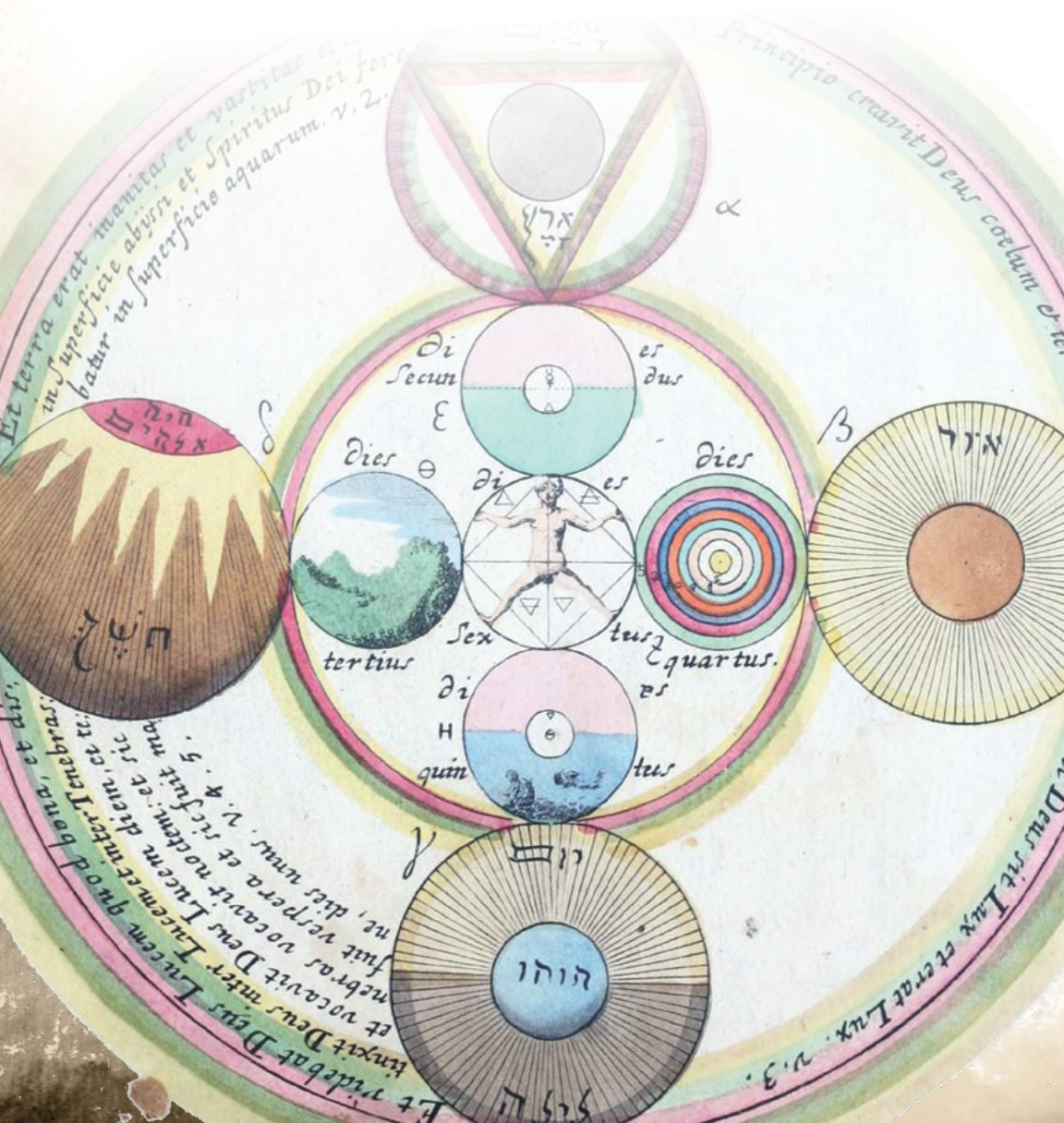
Required Tier: 1

Type: Four Actions, Overcome

Effect: You can extend your sense of sight to any location within a zone. This allows you to see things from odd angles, or even to look behind a barrier.

Mages that fling fireballs and call down lightning are elemental path mages. However, elementalists can do much more than just act as blasters. These mages can manipulate the elements in a wide array of interesting, and potentially life-saving or deadly ways.

Each element is a completely separate path.



Air

The path of air gives dominion over anything gaseous, as well as vibration, sound and also lightning. While air can be used for simple manipulations of sound (creating blasts of sound, raising or lowering volume, etc...) it cannot be used to create elaborate sound-based illusions such as, for example, the sound of a musical instrument playing.

Example Air Spells

Call Down Lightning

Required Tier: 1

Type: Four Actions, Attack

Effect: You call down lightning to strike a target. This does lightning damage with a weapon rating of 1.

Airy Flight

Required Tier: 1

Type: Stunt-like

Effect: You transform yourself into an airy humanoid form capable of flight.

Air Bubble

Required Tier: 1

Type: Stunt-like

Effect: You conjure a bubble of air around you, allowing you to breathe in locations where there is nothing breathable.

Earth

This element has dominion over stone, dirt, gems, metals, and spirits of the earth. Some examples of things earth mages can do include animating statues to serve them, hardening their flesh into stony armor, and sensing rare minerals in the earth.

Example Earth Spells

Stoneflesh

Required Tier: 1

Type: Stunt-like

Effect: You harden your skin into stone, creating armor with an armor rating of 1. This only protects against simple physical damage.

Fist of Earth

Required Tier: 1

Type: Four Actions, Create An Advantage

Effect: You shape the earth below a target's feet into a mighty fist which grapples them. This creates the situation aspect "Firmly Grappled".

Fool's Gold

Required Tier: 2

Type: Stunt-like

Effect: You transmute lead into gold. The gold reverts back into lead after the spell's duration lapses.

Fire

The path of fire has dominion over flame, light, and heat. This path can be used to raise or lower the level of light, create points of light, and for other relatively simple manipulations of light. Elaborate visual illusions created by manipulating light are outside of what this path is capable of, including things such as invisibility.

Example Fire Spells

Fire from the Sky

Required Tier: 1

Type: Stunt-like

Effect: You conjure a bolt of flame which blasts down from the sky at a target. This does fire damage with a weapon rating of 1.

Faery Light

Required Tier: 1

Type: Four Actions, Create An Advantage

Effect: You create a floating ball of fire which casts light like a torch. It creates the situation aspect “I bring light to the darkness”.

Firebird's Defense

Required Tier: 1

Type: Four Fate Actions, Create An Advantage

Effect: You manifest a pale fiery aura around you. This aura acts as light armor (armor rating of 1) vs. fire only, and makes you immune to less severe forms of heat.

Water

This element has dominion over liquids, ranging from the waters of rivers, oceans and seas to liquid acids, and even blood. Water also can be used to chill things and has dominion over ice.

Example Water Spells

Shards of Ice

Required Tier: 1

Type: Four Actions, Attack

Effect: You conjure up sharp shards of ice, and throw them at a target. These deal physical stress with ice damage and a weapon rating of 1.

Walk on Water

Required Tier: 1

Type: Stunt-like

Effect: You manipulate the water under your feet, allowing you to walk upon its surface.

Prison of Ice

Required Tier: 2

Type: Four Actions, Create An Advantage

Effect: You encase a target in ice, creating the situation aspect “encased in ice”.

Necromantic paths

Necromancy paths involve manipulating of the forces of life and death. Such magic also deals with the spirits of the dead, the Aethereal realm and the substance of that realm: aether. Each necromantic path is a completely separate path.

Death

This aspect of necromancy involves channeling the life-draining energies of void. Void can be used to bring an unnatural state of animation to corpses, which results in the creation of undead creatures. Void is harmful to living beings, but heals the undead using the same rules the life path uses to heal the living.

The agents of contagious disease have some strange affinity for the void and thus are unharmed by it. In fact, void energies can cause many different sorts of diseases to flourish or even manifest them within a host. For this reason, many mages believe that infectious disease is somehow spawned by void energies.



Example Death Spells

Flesh Rot

Required Tier: 1

Type: Four Actions, Attack

Effect: You cause a target's flesh to rot. This deals void damage with a weapon rating of 1.

Animate Corpse

Required Tier: 1

Type: Stunt-like

Effect: You animate a single corpse as a mindless soulless undead creature. Its power may vary some depending on how well the spell is cast. The following is a simple Fair animated corpse.

Aspects: Mindless Walking Corpse

Skills: Fair (+2) Physique, Average (+1) Notice, Fight

Stress: One stress box.

Sense the Undead

Required Tier: 2

Type: Four Actions, Create An Advantage

Effect: You can sense the undead, creating the situation aspect "The presence of Undeath sends a chill down my spine".

Life

This aspect of necromancy involves manipulating life-force. Mages with access to this path may allow the crippled to walk again and the blind to see.

It can also be used to detect living beings, making it easier to locate them. Life spells can determine some information about a target, such as general health, or particular diseases the target has.

Life magic cannot channel the void or create undead, but can start to look oddly similar to its opposite. The ability to manipulate life-force means it can be drained away causing more and more extreme fatigue from the lack of energy; in extreme cases even death can result. A life path mage can cause diseases to flourish and wounds fester by weakening the victim.

One thing life magic cannot do, however, is actually create life.

Life magic can also be used to harm the undead (but not to heal them).

The Trouble with Healing, Magical Consequences, and other types of Consequences.

Life magic downgrades consequences to the level of consequence below them. Thus, for example, moderate consequences are transformed by the healing of life magic into mild ones. But, if the character has a magical item occupying a mild consequence slot, there's likely no mild slot to downgrade it to. In this case, the healing magic temporarily transforms the moderate consequence slot to a mild one, and then once this slot is cleared, it returns to its original state as a moderate slot. Life magic can only heal physical consequences.

Example Life Spells

Heal

Required Tier: 1

Type: Stunt-like

Effect: You can remove a single minor physical consequence from a target.

Health-Sight

Required Tier: 1

Type: Stunt-like

Effect: While observing a living creature, you are granted information about its health. If the being is suffering from any physical consequences, physical stress, or other health conditions, you become aware of them.

Energy-Sap

Required Tier: 1

Type: Four Actions, Create An Advantage

Effect: You manipulate the target's life-force, sapping some of their vital energy. This creates the situation aspect "fatigued" which they suffer under.

Medium

This path of necromancy deals with aethereal entities such as ghosts, as well as aether itself. Such necromancers act as mediums, and also may work to help restless spirits find peace. Their primary abilities involve being able to manipulate ghosts and other aethereal entities in a variety of ways, gaining control of them if need be.

Aether and damage: the rule about aether and matter dealing only half damage to one another applies to spells as well.

Example Medium Spells

Aether Sword

Required Tier: 1

Type: Stunt-like

Effect: You conjure a sword forged of aether. This sword has a weapon rating of 1 and deals aethereal damage. Aethereal entities take full physical stress when struck by the sword, but physical beings divide it by half (round down).

Aethereal Gateway

Required Tier: 2

Type: Stunt-like

Effect: You create a gateway into the Aethereal realm. This spell only works if cast within an enchanted realm.

Spirit lock

Required Tier: 1

Type: Stunt-like

Effect: You create a magical ward against intrusion from spirits. This grants you a +2 to Will Defense checks against any spirit which attempts to possess you.

Phantasm

The path of phantasm allows the character to cast spells which create illusions. Illusions can affect any sense which a given target has.

However these illusions are not things which stem from the manipulation of a being's nervous system or mind; they are external in nature. A person must interact with the external illusion to experience it, even if the interaction is limited simply to viewing it. Thus, a person who smells illusionary cinnamon can plug their nose to cease interaction with the illusion and thus block it out.

Illusions are insubstantial and cannot typically cause physical harm to a character on their own. As the path of phantasm can manipulate the senses and perception it can also enhance or diminish these things.

Example Phantasm Spells

Chameleon

Required Tier: 1

Type: Stunt-like

Effect: You cover yourself in an illusion which shifts to match your surroundings. This grants you a +2 to Stealth when using the Overcome action.

Phantasmagoric Performance

Required Tier: 2

Type: Stunt-like

Effect: You use your fantastic magical illusions as part of a performance. This allows you to use Magicka in place of Art for the purpose of entertaining an audience.

Deceptively Delicious

Required Tier: 1

Type: Four Actions, Create an Advantage

Effect: This spell causes food or drink to become delicious, so much so that the taste of something foul and insidious could be concealed within. This creates the situational aspect “deceptively delicious.”

Plant

This path deals with plant-life and wood. The plant path allows for a variety of things from manipulating the growth of plants, communing with plant spirits and animating or commanding plants. Shapeshifting that involves plants or wood is covered by this path as well.

This path deals with mundane plants as well as creatures which are plant-like.

Example Plant Spells

Trip Vine

Required Tier: 1

Type: Four Actions, Create an Advantage

Effect: You cause vines to trip a target, creating the situation aspect “lying prone.”

‘Tis a Shrubbery!

Required Tier: 2

Type: Stunt-like

Effect: You transform a target into a helpless shrub. They may attempt to resist this spell again each round, which if successful restores them to their original form.

Create Fruit

Required Tier: 1

Type: Stunt-like

Effect: You create delicious fruit. While it does vanish after a mere scene, it can provide sustenance if consumed quickly.

Time

These mages can see the flow of time around them and observe and influence cyclical and other time-sensitive patterns as well. They can learn to cast spells which allow them to look back into the past, or to observe possible futures.

Mages who walk this path learn that time and the experience of it are strongly linked and that the mind can resist attempts to manipulate a person's place within time (thus time magic should be Defended against with Will).

Time is a difficult thing to control, and thus to alter time, especially to a more extreme degree, is more challenging than a lot of other forms of magic.

Handling Time Travel

Time travel can be done starting with tier 2. The usage of such magic wounds the very fabric of time itself, which will attempt to heal itself, but in the process may suffer from scars, which manifest as strange occurrences. Thus, this form of magic, while powerful, can be especially dangerous and unpredictable.

Whenever a time travel spell is cast, the GM should make a roll to determine if some manner of aberration occurs due to temporal wounding. This roll is an unmodified (+0) die roll vs Average (+1) for 2nd tier spells, or against Fair (+2) for 3rd tier. If the roll fails, then a temporal aberration occurs.

The following are examples of temporal aberrations:

The character jumps back in time to stop a comrade from doing something which will lead to injury. They succeed, but 3 days later the wound that was prevented spontaneously is suffered.

The character's travels through time attract some manner of dangerous creature which is attracted to temporal energies. Hounds of Tindalos are an example of such a creature (pg. 87).

Handling Time Travel into the Past

When travelling back in time questions arise over what exactly happens when you travel into the past. Time magic can indeed be used to change the present and future. When a character travels back in time they arrive at the same place where they cast the spell. Their past self will still exist, and will go about doing exactly what they originally did unless some factor is changed.

Once the character that has travelled back in time reaches the point at which they initially cast their spell, the timeline resolves itself, so that there are no longer two (or more) versions of the character and any changes that took place to the timeline are integrated.

Time Magic by Tier

1st Tier

Cannot make jumps in time, especially not back, but can cause time to move more slowly or quickly. Perceptions can also be shifted back through time, but no further than within the last scene.

2nd Tier

Characters may look back through time up to within a day.

The character can now travel through time, jumping back or forth as far as within 2 scenes. However, some things are fixed in time: one of these is death.

There are some tales of mages jumping through time and stopping a death from occurring, but the person ends up meeting their doom shortly after being saved.

3rd tier

Spells can allow time travel within a day. Characters can look back through time within 3 days.

More Extreme Time Travel

More extreme time travel can be allowed as appropriate for the narrative of the game, even if the tier would not ordinarily allow for it. There should be some explanation for why such was possible; perhaps the mage cast a time spell in an area with unusual time-related properties for instance.

Example Time Spells

Curse of Aging

Required Tier: 1

Type: Four Actions, Attack

Effect: You cause a target to rapidly age, causing physical stress. This attack has a weapon rating of 1.

Peer into the Past

Required Tier: 1

Type: Four Actions, Create an Advantage

Effect: You look into the past of your present location. This allows you to see what was going on there as far back as the scene before the spell was cast. This creates the situational aspect “I see things as they once were.”

Slow

Required Tier: 1

Type: Four Actions, Create an Advantage

Effect: You manipulate a target’s movement through time, causing them to move more slowly. This creates the situation advantage “slowed down.”

Wyrding

This path allows the character to cast spells dealing with fortune and probability as well as manipulate the strings that connect cause to effect. Thus, its spells are often referred to as fate spells.

Spells within this path tend to manifest in ways which seem very coincidental. It can also be used to perceive the web of fate to make predictions and read fortunes.

A mage using wyrding could, for example, cast a spell using the Create an Advantage action to cause a foe who is pursuing them to trip over their own shoelaces, which just happen to be loose.



Example Wyrding Spells

Danger Sense

Required Tier: 1

Type: Four Actions, Create an Advantage

Effect: You read the web of fate, allowing you to potentially sense danger before it occurs. This creates the situation aspect “I see danger in the web of fate.”

Curse of Ill Fortune

Required Tier: 2

Type: Four Actions, Create an Advantage

Effect: You curse a target with ill fortune. They suffer from unfortunate, but coincidental-seeming things as a result. This creates a situation aspect “ill fortune befalls you.”

Harmful Coincidence

Required Tier: 1

Type: Four Actions, Create an Attack

Effect: You manipulate fate to cause something to just “happen” to befall the target which causes them harm. Perhaps a loose brick just happens to fall on their head. Whatever comes to pass which harms them gets a weapon rating of 1 and deals simple physical type stress.

Part 2: The Red City



Bologna's Future: The Papacy's grab for power.

The ruler of Bologna, Giovanni II, has resisted the attempts of the Papacy to exert greater influence over Bologna. By 1503 the infamous Borgia family no longer has a member as Pope. However, the new Pope, Julius II "The Fearsome", will share their goals of controlling Bologna and the forces of magic, as well as the *celati*.

If nothing is done to change history, then Giovanni II will be excommunicated, and on October 7th of 1506 papal troops will march into Bologna and seize the city.

If Rome succeeds, then Bologna will be forever changed. Bologna will become a place where those who wield magic outside the Church's ranks are branded heretical. The fate is the same for other intelligent beings, such as the draconic *lacerta*. Such beings are likely to be slain "heroically" by knights. Ultimately Bologna's populace will have to choose between death or allegiance with Bologna's new authorities.

Using Part 2

Setting

The Red City details alternate-reality Bologna Italy with a wealth of locations, NPCs and magic items which can be used to create your own campaign.

Adventure

Several adventures lie within. These all have common threads which can be used to form a greater overarching plot. However, the various adventures can stand perfectly well on their own. If you want to weave pieces of them into your own adventures, then they are excellent for that as well.

A Storm is Brewing

A series of events will lead to Rome taking action against Bologna. The human-supremacist Blood of Adam faction (see pg. 259) has suffered a series of attacks. At first, these attacks seem to be of mundane origin. However, a mage is responsible. The culprit is a mage named Prelatus (see pg. 330). Prelatus has lost loved ones to the Blood of Adam and thirsts for vengeance.

Innocents will be caught up in the mess as well. When Prelatus brings destruction to a warehouse owned by the Blood of Adam, a University student who was merely at the wrong place at the wrong time will be brought in as a suspect (see pg. 334).

Unless he is stopped, Prelatus will eventually bring ruin to the Blood of Adam's Bolognese headquarters. This act will serve to embolden the supporters of the Blood of Adam, of which they have plenty. In Bologna the Blood of Adam are primarily responsible for hunting genuinely dangerous monsters and warlocks. The more extreme members of the faction are involved in covert killings of lawful celati citizens and mages, and so far they have not been caught in the act. So, while their politics are found highly disagreeable to many, the Knights do provide an important service (see pg. 259).

Prelatus may also seek aid from the Strafalcioni therion faction (see pg. 260), as he has lost therion friends to the Blood of Adam. One of Prelatus' therion friends actually survived an attack by the Blood of Adam and is trapped within The Corona (pg. 286). Prelatus has his own mage tower as well (see pg. 284), where the player characters may eventually confront him.



Faction adventure seeds & rumors

The following are various adventure seeds and rumors associated with each of Bologna's influential factions. Some of these tie into parts of the greater adventure, which are detailed more in-depth elsewhere in the book. Others are simply adventure seeds which may be taken and expanded into something more.

Artisan's Guild

- There has been a fire in a studio belonging to one of the faction members. The fire destroyed a number of paintings. One of the paintings was meant for Ginevra, and the artist believes it may have been stolen rather than burned up in the fire.
- A young girl recently joined the Artisan's Guild; she was a promising weaver. However, she has run away, and no one knows where to. The girl's name is Lia (see pg. 305).
- Cato (head of the guild) is looking for models for his next sculpture. He's planning to create anti-Rome propaganda to send to someone influential in another city, in hopes of winning over an ally.

Blood of Adam

- The Blood of Adam are currently searching Bologna for a lacerta. This lacerta originated from Rome and managed to hide himself for quite a while before discovery, after which he fled to Bologna (see pg. 324).
- There is a wyvern in the region who has been preying on children. The wyvern has been confused for a rogue lacerta. The wyvern is quite a different sort of being, but the Blood of Adam is not exactly overly concerned with clearing up any confusion between the two (see pg. 310).

Sisterhood of the Phoenix

- One of the members of the Blood of Adam is a highly skilled exorcist. The Sisterhood of the Phoenix is in need of his aid, but since the two factions are passionate enemies, so far there has been no progress with this.
- A member of the Blood of Adam is working with the Sisterhood for some reason. His own order wants him returned, likely for execution for such a treacherous action.

Strafalcioni

- Besina (see pg. 322) is next in line to be High Serpent, but she is tired of waiting. She has made a deal with Prelatus d'Armano, the villainous mage at the University (see pg. 330). In exchange for her cooperation, he has agreed to kill off Velasco's grandmother without it looking suspicious.
- Velasco wants the ring called Ruya (pg. 276). He sees it as the key to never losing another of his therion. However, Ginevra also wants this ring (see the Witchguard entry below).

Witchguard

- One of the children slain recently by the wyvern has been drawn to the Whispering Wall. The Witchguard now knows that the creature is some sort of dragon, but probably not lacerta (see pg. 310).
- Ginevra has given the order that a top priority is finding the ring called Ruya (pg. 276). Aid by the PCs in obtaining the ring would be rewarded with information or perhaps other favors.
- The Witchguard are aware that the Blood of Adam is under attack from someone, and suspect that the attacker is a mage. However the last suspect they brought in proved to be innocent (see pg. 334).

Adventure Locations

Random starting location Chart

Optionally, which location characters begin the game at can be randomized. If this option is used, have the players work together to explain how they ended up in the starting location.

- 4 The Bolognese countryside, on the road near the Cappello family farmstead. (pg. 305)
- 3 The Bolognese countryside, at the abandoned farmstead, feared by the locals to be populated by undead. (pg. 310)
- 2 In Teo's tower, the Coronata. (pg. 286)
- 1 In the Frisky Goat, brothel and gambling house. (pg. 281)
- 0 In the Bronze Owl Curio Shoppe. (pg. 266)
- 1 Near a gate where the amnesiac is encountered. (pg. 334)
- 2 In the Open Book Tavern, at the University. (pg. 264)
- 3 In one of the Two Towers. (pg. 284)
- 4 in the Piazza Maggiore, near the Whispering Wall. (pg. 262)

Interactive Map

An interactive map of Bologna with the adventure locations noted can be found at leaves-of-chiaroscuro.com/interactive-map-of-bologna.

Piazza Maggiore

The Piazza Maggiore is the main town square. It is surrounded by several buildings of note.

- **Palazzo dei Banchi:** a palace which includes multiple banks within it.
- **Basilica di San Petronio:** this massive church is dedicated to Saint Petronius, who is the patron saint of the city. The church has within it a single huge organ (a second one is planned) and is renowned for its choral music.
- **Palazzo dei Notai:** a palace in which the Notaries Guild is based; that is, a guild of lawyers and others who deal primarily with legal documents.
- **Palazzo d'Accursio:** a palace originally inhabited by a legal scholar named Accursius. It is now the seat of the Bolognese government.



- **Palazzo del Podestà:** a civic building used for various official city functions until the 1500s. This building is now used as a theater.

- **Palazzo Re Enzo & Whispering Wall:** built in 1245, this palace was originally an extension of the above-mentioned Palazzo del Podestà. Many people still, even after all these years, refer to it as “The New Palace”. Part of the palace holds the city’s archives. Another part is used by the Witchguard and includes a little-known place closely watched over by the faction; the Whispering Wall.

The Whispering Wall

Aspects: Haunted, These Walls can Talk, The Gorgyra’s Domain

This area is a very small enchanted place, where the veil between Asiyah and the near Aethereal realm is worn thin. The wall draws ghosts to it like moths to a flame. Sometimes the restless spirits become ensnared by the Wall, unable to find the will to wander far from it.

The Witchguard has found being able to communicate with these spirits useful, though risky. Ghosts sometimes manifest in the material realm here, and may be hostile or attempt to possess people. Fortunately, most people instinctively avoid getting too near to this location, so possessions are rare outside of things going awry for members of the Witchguard.

The Witchguard also know of a ritual which, when performed at the Whispering Wall allows communication over long distances.

Gorgyra: The Genius Loci

This enchanted place’s genius loci is a Avernale named Gorgyra. Avernales are the nymphs of underworld rivers and are part of Hecate, Queen of the Underworld’s retinue. The waters where Gorgyra’s heart lies exist hidden somewhere below the wall itself. Even the Witchguard do not know of the existence of Gorgyra’s underground stream.

The University

The University of Bologna is the oldest University in the Western world. Not only are the various forms of natural magic, including astrology and alchemy, taught there, but so too is thaumaturgy. In fact, this is the only university in the Western world openly teaching thaumaturgy.

The University is a place of great diversity, with celati students and human ones alike. The university educates both men and women, and people of several different religions, all side by side.

The University's faculty has been diverse as well, with women beginning to hold positions as professors as early as the 13th century. The first female professor was law professor Bettisia Gozzadini. There are a small number of celati professors as well.

The Open Book Tavern

The Open Book is the university osteria (that is, tavern). Come evening time, the Open Book is frequently filled to the brim with students. As the night wears on tavern patrons are liable to become more and more heavily drunk. Fights are not unusual in the tavern, but any serious conflicts are quickly broken up. The barkeep typically needs little help pulling apart rowdy students, as he is a well-muscled nephilim of somewhere over 8 feet in height.

Gideon

Aspects: Nephilim Built like a Wall, University Barkeep

Skills: Good (+3): Physique, **Fair (+2):** Rapport, Fight, **Average (+1):** Lore: City, Empathy

Stress tracks: physical 4, mental 2, wealth: 2, reputation: 2

Stunts

Power of Giants (nephilim species stunt, see pg. 156)

School of Wizardry

Nowhere else in Italy is thaumaturgy taught so publicly. The School of Wizardry has met with conflict both with the Church and with other more exclusive and secretive magical orders.

Some of the classes are open to any student of the university; including those which simply involve learning about the basic theories and philosophies surrounding the practice of thaumaturgy and mages. However, other classes are restricted to those who have actual magical capability.

Few at the University know anything of substance about the most advanced tier of magic, but Nevio De Ambris (see pg. 328), the head of the school does. Nevio even knows how to perform a ritual to change Oaths. This ritual can redeem those mages who are first stage Warlocks or have the misfortune of ending up with truly terrible Oaths. Such knowledge is guarded as dangerous, however, and the Archmage Nevio will deny any having any such knowledge. He has decided that such knowledge becoming public might have the unintended impact of more warlocks coming into existence. Nevio fears that mages might underestimate the dangers of becoming a warlock if they think it is relatively easy to fix, and that mages might flock to him asking for their Oaths to be altered.

Nevio has decided to cooperate with the school's otherwise enemies the Blood of Adam to deal with slaying warlocks. Of course, this arrangement has been kept secret. As far as the public is concerned corrupt mages generally just disappear, or the Blood of Adam brings them down on their own.

Of course, the Blood of Adam hates the school too, finding them to be a collection of heretics, so it might seem only a matter of time before this arrangement goes badly. However neither side is comprised of stupid people, so they have done their best to make sure that the other has some reason not to ruin things between them further, at least for now.

Ancient Roman Road & the Bronze Owl

Bits of ancient Roman ruins can still be visited in Bologna, and these include portions of ancient Roman roads.

One of these ancient roads is hidden, but the curious may find it. There is a small curio shop, which sells various antiques and other trinkets. It is called the "Bronze Owl." The place is run by a kindly old couple. The man who runs the shop is named Bubo Parri, and his wife is Gemma Corti.



The Curio Shop

Aspects: Full of Oddities, Inviting Little Shop

In the curio shop is a door leading out down a flight of stairs, onto the ruins of the ancient Roman road. Most of the time there's nothing especially unusual about the road, and it can be walked along for a short distance before dead ending into a wall. Neither the shop owner or his wife will attempt to keep people from going on the road, in fact, its presence is noted with a sign next to the door leading down to it. The sign welcomes shoppers to explore a bit of Bologna's history.

The road is actually an enchanted place, one where rather than the veil between dimensions being worn thin, the veil between the present and the past is worn thin. Because of this, on occasions where the magic of the place is strong, things slipping from one period of time to another is possible. In order to experience such strange phenomena, characters must make it to the point where there is a dead end formed of a newer wall.

If the phenomenon is taking place faint voices may be heard coming from beyond the dead end, and any who listen carefully will hear that the language being spoken is Latin. Should the curious touch the wall at this point, they will find it is no longer a solid barrier; it is possible to simply walk right through it to the other side.

Bubo and Gemma

Bubo and his wife Gemma are a kindly old pair of shop-keepers. The pair will gladly point out a few items in their shop which they personally found on the road (the ceramic oil lamp and gambling dice). They will claim the items are from ancient Roman times. These items look a lot less worn than they should considering their age, however.

If the characters inquire about the Old Roman Road, the couple will claim that once or twice they could have sworn to have heard talking down there and note other sounds with no apparent source (“the sound of hooves like there were horses walking down the road!”).

Bubo & Gemma

Aspects

Kindly Old Shop-Keepers, Are We More Than We Seem?

Skills

Good (+3): Lore: Academics, Lore: City

Fair (+2): Notice, Rapport, Resources

Average (+1): Empathy, Lore: Occult, Lore: Academics

Stress Tracks: physical: 2, mental: 2, reputation: 2, resources: 3

Stunts

Curio Shoppe Historians: These two know a lot about history and historical artifacts. They gain a +2 to Lore: Academics for history and +2 to any skill when used to appraise the value of a historical object or odd trinket.

More than What They Seem: What does this mean? It's up to you! Give these two additional stunts, and other things depending on what you decide.

Bronze Owl Finds

Below are a few examples of some of the items that the players may find within the Bronze Owl.

Ceramic oil lamp

This ceramic oil lamp is decorated with the image of a stag on the top. If the origin of the item is inquired about the shop owner will claim it is from ancient Roman times, and that it was found along the old Roman road. However, the lamp appears to be in almost brand new condition, and anyone that knows how to judge the age of such things will likely be convinced the shop owner is either incorrect or lying about the time period the item is from.

Venetian masks

A few masks imported from Venice may be found. They include a black cat, a white plague doctor's mask (it looks rather like a white raven) and a jester's mask.

A Brass Table-Clock

A small ornate table clock made of brass. If a character gains this item and brings it onto the old Roman road, or any other place where time is affected by magic or some other strange temporal phenomena, it will automatically adjust itself to the change and be perfectly accurate. Most such devices, on the other hand, are disrupted to some degree by such phenomena, behaving erratically. No one really understands why clocks behave the way they do around such magics. However, when there isn't magic or anything out of the ordinary involved, it just behaves as a typical clock. This clock was created by Filippo Brunelleschi of Florence sometime in the early 1400's.

Gambling dice

These six-sided dice are carved out of bone and come in a set of four. If the origin of them is inquired about, the shop-owner will claim they have the same origin as the ceramic oil lamp. The dice also will appear to be too new for that.

The Roman Road

Aspects: Road into the Ancient Past, Strange Temporal Phenomenon, The Spirit of the Road Endures

The Eternal Road: The Roman Road's Genius Loci

The Roman Road's Genius Loci is a simple animistic spirit which has been awakened by the abundance of temporal energy. Its heart is the first stone that was set down when construction of the road began long ago.

Wandering off the Road

If players wander too far from the road, they may get stuck in ancient times. Getting back to their own time could be an adventure all its own. However, things which are removed from their own time have a certain tendency to mysteriously vanish, which in truth returns them to their own time; this could include the player characters as well. Also of note, the Road never goes back further in time than about 200 AD.

For a very moving way of handling such travel through time, and how a character could end up back in their own I must suggest reading the story *The Demoiselle d'Ys in The King in Yellow* by Robert W. Chambers.

Possible Encounters Along the Road

Below are some examples of encounters along the ancient Roman road. People encountered speak Latin, and most will speak a few other languages common around that time period as well.

Ancient Roman Soldiers

One of the primary purposes of the system of Roman highways was military. As such characters may encounter ancient Roman soldiers as they travel down the road. The Roman soldiers are likely to find the characters strange, but will not necessarily be hostile, at least not unless the characters do something foolish or blatantly hostile first. However, it is possible that someone in the player character group may look like someone that the Romans

are after (maybe this person is even a very distant ancestor of the character), leading to quick confrontation between the two groups.

A typical ancient Roman soldier

Aspects: I Fight for Rome!

Skills: **Good (+3):** Fight, **Fair (+2):** Notice, **Average (+1):** Athletics, Physique.

Stress: 2 boxes. 3 shifts and they are out.

Ancient Roman Merchants

Merchants traveled these roads, bringing their goods from city to city. They may attempt to avoid the group because of how odd they appear. Or, they may be curious, and attempt to trade with the player group.

The players may also encounter merchants who were recently robbed by highwaymen, and in desperate need of aid (having been wounded by the thieves as well as having their wares stolen).

A typical Roman Merchant

Aspects: Traveling Roman Merchant

Skills: **Fair (+2):** Rapport, Resources **Average (+1):** Empathy, Deceive.

Stress: 1 box. 2 shifts and they are out.

A typical Roman Highwayman

Aspects: What's Yours is Mine

Skills: **Fair (+2):** Fight, Physique **Average (+1):** Stealth, Provoke

Stress: 1 box. 2 shifts and they are out.

The Wanderer in Time

The Wanderer in Time is a man who wears thick gray robes. Swirling mist clings to him.

Aside from his robes, the Wanderer in Time wears a silver mask which is plain aside from depicting the image of an egg encircled by a serpent. The mask has no slits for eyes but this does not seem to impact the Wanderer's ability to perceive things at all. Beyond his mask and robes, the Wanderer has no other belongings.

Interacting with the Wanderer

If attacked the Wanderer in Time simply vanishes.

He may be engaged in conversation, in which case he will prove to know a great many things about a great many places and times. He will always demand something in return, and what sort of things he demands tend to be odd: he may ask for the recitation of a poem from one character, and a pound of flesh from another. Anything given to him vanishes as soon as he takes it.

If a character manages one way or another to remove the Wanderer's mask, all who look towards the Wanderer will be blinded (and unable to recall precisely what they saw) and the Wanderer will vanish, leaving his robes and the mask behind. The vision of any character so blinded will return slowly over the course of a scene. If somehow a character manages to convince the Wanderer to take off his mask (and perhaps even hand it over to them) the result will be much the same.

The Wanderer in Time

Aspects

Master of Time & Space, I am the Wanderer, Every Answer at a Price

Skills

Epic Lore: The Wanderer is an immortal being with a vast amount of knowledge, he has all Lore skills at Epic (+7).

Epic (+7): Magicka

Fantastic (+6): Notice

Superb (+5): Investigate, Empathy

Great (+4): Provoke, Deceive

Good (+3): Athletics, Stealth, Rapport

Stress Tracks: 2 (for all of them)

Ka: 23 (though the Wanderer suffers no ill effects for casting without it)

Stunts

Godling: The Wanderer is an eternal being, that cannot be killed. If hostilities are enacted against the Wanderer, then he will simply vanish. He has no interest in getting involved in combat. The PCs would have to get creative figuring out some way to avoid this from happening. If somehow “killed” the Wanderer simply vanishes leaving his mask behind.

Impenetrable Mind: The Wanderer is entirely immune to Provoke attempts, fear and to powers which affect the mind. If he ever is in a situation which requires a Will roll, he can use Magicka instead.

Tongues: The Wanderer can understand, speak, and read any language.

Master of Time & Space: The Wanderer has Time and Dimensional thaumaturgy paths at 4th tier.

The Wanderer's Mask

The Wanderer's Mask is a cursed magical artifact.

If a character is familiar with ancient Greco-Roman mythology they may recognize the symbol on the mask as a holy symbol for Chronos, god of time.

Bonding with the mask

As with many other magic items, gaining access to its powers requires a person bond with the item. In the case of the mask, this is done in stages.

Bonded stage one:

Must be worn without removing for 24 hours.

This grants the character a perfect sense of time & the ability to detect time magic and temporal anomalies.

Bonded stage two:

Must be worn for 3 days without removing it.

Grants the character a tier in the Time path, or increases their existing Time path by one (to a maximum of 3). They also get +2 to defend against time magic and time-related anomalies.

The character suffers a magical consequence "Things from beyond time and space are after me." However, it will seem like it surely must just be a delusion.

Bonded stage three:

The character suffers a point of mental stress every 3 days, whether or not they wear the mask. This is not restored. Once they are "taken out" the character is gone; either they simply vanish, or some unfathomable horror from beyond time and space takes them away. Or perhaps instead they become a new Wanderer in Time.

Evading the Mask's Curse

A character who has begun to succumb to the mask's curse can avoid fully falling prey to it, but only if they can manage to some-

how return it to the Wanderer before they are fully lost to the curse. They cannot get rid of the mask any other way. Even if they take it off and try to lose it or give it away, it will always end up back in their possession. If they do manage to get rid of the mask they lose all the benefits it granted as well.



Ruya the Ring

The ring called Ruya is no longer to be found in the Bronze Owl Curio Shop, but that is where it was purchased from by a member of the Sisterhood of the Phoenix. The Sisterhood of the Phoenix knight (a young woman named Dania Costa) never used the ring, she doesn't even know it was magic. To Dania the ring was simply a pretty antique from the middle east. Ruya has been stolen from Dania, and she is now seeking its return. Both Ginevra (wife of Bologna's ruler, head of the Witchguard, pg. 315) and Velasco (head of the Strafalcioni therion, pg. 320) have heard of the ring, know its true nature, and want it for their own.

Who was the ring stolen by?

Two thieves (brothers named Enrico and Martino) who owed money to the Dieses family stole the ring. A description of the two was given to the authorities, along with a description of the ring. One of the pair of thieves (Enrico) has since been caught and is now being held in the prison tower Asinelli. As a result of all this Ginevra has found out about the ring, and thanks to her occult contacts, she is aware of the capabilities of a ring by its description, and she wants it. Enrico, however, already gave the ring up to Carlo Dieses, and it is now being used to aid in hunting down those who owe the Dieses family money as well as rivals.

Ginevra tried to get through to Enrico, but her attempt to use the mind reading device didn't go well; rather than getting her what she wanted, it broke his mind. Though the thief's mind has begun to heal from the impact of its use, he has been feigning otherwise, which has been convincing to the only people that have been around him since the incident: the tower's guards.

Enrico & Martino (thieves)

Aspects: Brothers Always Look Out for Each Other.

Skills: **Good (+3):** Burglary, Deceive **Fair (+2):** Stealth, Athletics **Average (+1):** Fight, Physique

Stress: 3 physical, 2 mental, 2 wealth, 2 reputation

Stunts

Resistant to Earth magic (human mundane, free species stunt): +2 vs. spells cast in the Earth path.

Why does Ginevra want the ring?

Anyone with so much influence inevitably has enemies. The ring would allow Ginevra to keep tabs on any known (or suspected) enemies. Unfortunately, Ginevra getting the ring would be truly dangerous as it would serve to make her utterly paranoid and assure that no one can hide from her. Still, she'll reward the player characters plenty well if they do get it for her.

Getting the players involved

A likely way the players could get involved is if they somehow manage to get caught up in issues with the Dieses. If they become a target of the Dieses, they will quickly find that there is no hiding from them.

If they take out whoever has the ring, they may loot it. It is also possible the player characters could hear about the theft, particularly if they are associated with the Sisterhood of the Phoenix.

If the player characters have the trust of the Witchguard and Ginevra, they could be brought into their confidences as a result.

Using the Ring

The ring allows the character to locate anyone so long as they know what the person (or creature) looks like. If the character has not seen the being personally, then a good description of them will suffice.

The character will have a vision of where the being they are seeking is located and what they are doing at present. However, the vision is fleeting, lasting not even fully a minute. The ring grants the character the knowledge of exactly where the present location of the being is. Even if the location is unfamiliar they will know the direction and distance away it is.

If the being is dead the ring will locate their remains (assuming there are any). If they are in another dimension, it still usually works, though some dimensions might be out of its reach.

The ring inflicts a magical consequence on the user upon its first use. The consequence it inflicts is named "Trust no one." The character suffering from it will be suspicious of people, even including allies. Though it may look like a mental consequence, it is magical in nature.

After each time that they use the ring, the character will have headaches for a scene afterward; this acts as a situational aspect, with one free invoke which can be used against the character (on a first come first serve basis).

The ring is a true cursed magic item, as once the character uses it they cannot simply give it away to someone else. However, the ring can be stolen, or if the character makes a successful Will Overcome check of great or better they can throw it away. Throwing it away is only effective if done in some vast wild place.

The Dieses

When the Dieses family's more legitimate mercantile business started to fail, the head of the family, Carlo Dieses, got involved in the trading of stolen goods.

The Dieses have managed to avoid confrontations so far with the much more-powerful Strafalcioni, though they have done a small amount of business in stolen goods with them on occasion. Though potential competitors with the therion, the Dieses are still too small-time to have been of much concern.

Dieses Gang Thug

Aspects: No One gets Away with Crossing the Dieses!

Skills: **Fair (+2):** Fight, **Average (+1):** Provoke

Stress: 1 box. 2 shifts and they are out.

Carlo Dieses

Aspects: Head of the Dieses Family

Skills: **Good (+3):** Provoke, Resources **Fair (+2):** Contacts, Deceive **Average (+1):** Fight, Physique, Rapport

Stress: 3 physical, 2 mental, 4 wealth, 3 reputation

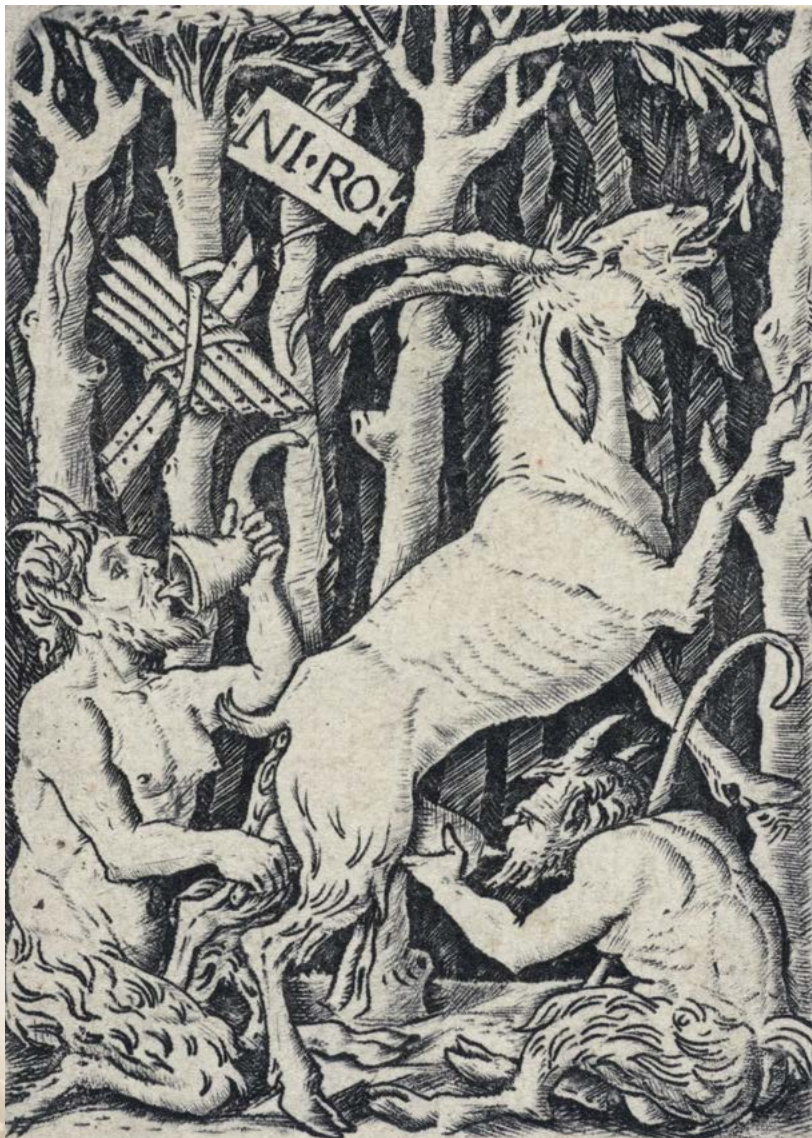
Stunts

Resistant to Wyrding magic (human mundane, free species stunt): +2 vs. spells cast in the Wyrding path.

Family ties: when using Contacts if Carlo invokes his aspect "Head of the Dieses Family" he gains a +3 instead of a +2.

The Canals & Frisky Goat

Bologna has a series of canals, some of which, now built over, exist underground. The canals are made use of by a variety of unsavory sorts, as well as the Sisterhood of the Phoenix. However, it is really the Strafalcioni who exert the most control over them. Woe betides anyone operating there who gets on their bad side.



There are a number of entrances to the underground canals, and the Blood of Adam is near one (which they are aware of the presence of). Canals controlled by the Strafalcioni include one hidden under the Frisky Goat.

The Frisky Goat & Strafalcioni Hideout

The Frisky Goat Aspects: Festive Atmosphere, Vigilant Gang-Members

Frisky Goat Bouncers

Aspects: Bouncer for the Frisky Goat

Skills: **Good (+3):** Fight, **Fair (+2):** Provoke, **Average (+1):** Physique, Contacts

Stress: 2 boxes. 3 shifts and they are out.

Set down in a warren of rooms adjacent to where the canals move under the city's surface is the Strafalcioni's chief avenue of income: a gambling den and brothel named the Frisky Goat. The signage is of a generously-endowed satyr rolling two dice.

Since the true habitations of the therion are set deeper in the tunnels, this establishment serves as their front in the city. One of Velasco's lieutenants is always present here, to ensure the gang's activities flow smoothly. This is also the locale that the neighborhood's business owners come to in order to pay their protection money.

The Frisky Goat's clientele is generally human, as are most of its prostitutes. There are no therion prostitutes. The gambling games involve cards or dice and highly favor the house over the long run (of course).

The dealers, the bartenders, the serving girls... all are armed Strafalcioni of varying skill. Musical performers are set to one side of the large main chamber, along with human dancing girls. There are always 2 bouncers at the door and they are always therion and thus capable of seeing in darkness.

Route into the underground canals

Three doors besides the front one lead out of the main chamber. One leads out onto a hallway with the prostitutes' rooms. Another is a back-door out, behind the bar. The third leads deeper into the underground tunnels that the tribe controls. The Strafalcioni regularly transport the bulk of their income back into these tunnels.

Underground tunnels aspects: Damp and Ill-Lit, with Unexpected Twists and Turns, and Occasionally Adjacent to an Underground Canal.

Underground canal aspects: Pitch Black Water and Low Ceiling

The primary way to get from the tunnels to the Strafalcioni headquarters through the underground canals is via gondola. For added complication, the GM should have them encounter another gondola of Strafalcioni on the waterways. If the player characters are supposed to be there or manage to take a Strafalcioni hostage, they should be able to get a guide to the hideout. Athletics checks of Fair or better are required if trying to do anything violent while on a gondola, or one falls into the water.

The Hideout

Hideout Aspects: Rundown Grandeur, Pitch Black Darkness (becomes Ill-Lit if a light source such as a torch is brought)

If the characters penetrate the tunnels far enough, they will reach the true center of Strafalcioni power. It is the basement and first floor of a palazzo that has since been demolished and built over.

Adornments of wealth can be found in the hallways and in the main reception room. Crime does pay. As there are no windows to the surface, and therion can see fine even in pitch black, there are no light sources to be found. Visitors who can't see in the dark are expected to bring their own light sources, the therion will not provide such a thing for them.

A huge table dominates the entry room, where Velasco (see pg. 320) has one of the chairs at the head of the table. The second is for his grandmother, who is bedridden at present. The vacancy will be noticeable as many of other seats will be filled with lieutenants and other tribe members.

The Towers

Bologna has a great many towers, though now slightly less than the nearly 100 that the city boasted in earlier times. For this reason, sometimes Bologna is referred to as the City of Towers.

The Two Towers: Asinelli & Garisenda

These are located where the roads which lead to the five gates of Dura Dei Torresotti (the old ring wall) intersect. The taller of the two is Asinelli (in fact this tower is Bologna's tallest) while the smaller is Garisenda. Both of the towers lean, with Asinelli having more of a lean to it than the other. They are named for two families which are responsible for their construction.

Asinelli is now owned by the city and used as a prison and stronghold. Garisenda is owned by Arte dei Drappieri, meaning Drapers' Guild. This guild is an influential association of tradesmen involved in the sale of cloth.

The Tower of Prelatus

Aspects: Entry Concealed by Illusion, Guarded by an Earth Elemental

Standing many blocks from the University, this plain-facade tower is Prelatus' abode. The door at the base and the ground-floor windows are illusions. Locating the true, hidden door takes time and effort, and a little luck. The windows on the higher levels are real enough if the PCs find a way to scale up there. The tower is six stories high and guarded by an earth elemental.



The tower's earth elemental is a true force of nature to reckon with. The spirit possesses stone, and looks like a hulking brute of a humanoid formed of rock, at least when it's not invisible. The elemental can turn invisible, so it will be heard, but not seen. Attacking a massive walking wall of animated stone is no easy feat, thus, it is likely the elemental will have to be dealt with in some way besides brute force.

Earth Elemental

Aspects

Bound to the Tower, Spirit of Stone, The Earth Shakes with My Every Step.

Skills

Superb (+5): Physique

Great (+4): Fight

Good (+3): Notice

Fair (+2): Will

Average (+1): Athletics

Stress Tracks: physical: 4, mental: 3.

Ka: 11

Stunts

Fists of Stone: the elemental's great fists hit like a battering ram, they have a weapon rating of 4.

Hide of Impenetrable Stone: the elemental has an armor rating of 6.

Turn Invisible: the creature can become invisible, granting it a +2 to stealth so long as it does not move. It also gains the aspect "Invisible." This ability is illusion in nature, and can be affected as if it were a tier 3 phantasm spell. Use the elemental's Will skill in place of Magicka if relevant.

The Coronata: Mage Tower

The Coronata (also known as the Prendiparte) has been the dwelling place of a nephilim mage named Teo Fabruzzi for a little over 100 years now. Teo is well known to be a hermit by the University, and guards who patrol around the area. It is not unusual for Teo to disappear for months in a row and he has not been seen in the last month and a half. The University had been trying to get the nephilim to be actively involved with the School of Wizardry but gave up some time ago since the mage has proven himself to be utterly antisocial.

The tower does not stand out from the others in any way that would give away it being a mage's tower. The Coronata is a tall (about 213 feet in this case) narrow square structure dotted with windows and topped with a roof terrace. However, a number of magical wards have been placed on it, which are intended to keep any magic practiced within the tower from impacting anything outside, and also to keep anyone from getting in. Even a seasoned mage would have quite a hard time breaking in, and physical means of entry without breaking the seals is nigh impossible. The roof can be reached from the outside, and while a comfortable spot, getting in that way will be no easier as the wards cover the entire structure.

It's unlikely the player characters will have a reason to go inside this particular tower all on their own. It is possible someone else might hire the players to break in, most likely to rob it. There are other ways the players could get in, however (for that, read on).

The Wards & The Warlock

The nephilim Teo is over 300 years old, and had felt the Longing for some time, but it did not take him, for some unknown reason. Teo had thus, quite without trying, achieved immortality. A mage who runs no risk of death from old age can do an incredible amount, and Teo specialized in dimensional and time magic. The energies from Teo's magic now run amok within the tower. Breaking the seals will allow all that dimensional energy to spill forth outside, causing bizarre and dangerous dimensional phenomena in the area.

The seals have mostly contained the magical energy, in the tower, but, there are some leaks. Locating weird dimensional phenomena can allow players to get in without destroying the wards.

Getting inside

Getting into the tower will likely require the players to encounter one of the dimensional leaks. They could quite simply walk right into one of these dimensional leaks by accident, and end up inside the tower. They could also find out about one while gathering information on the mage and magical phenomena in the area. The Strafalcioni faction knows of one as well. There is a dimensional anomaly amongst the underground canals, and this one is not a true leak at all, but an intentionally created passageway into the tower.

The passageway into the tower is a small magical circle. The circle was hidden by an illusion, but one of the Strafalcioni uncovered it by accident. A small group of the therion (the same three that were friends with a mage named Prelatus) were fleeing from Blood of Adam. One of the three got away, managing to step into the anomaly.

The passageway was rediscovered while other members of the Strafalcioni were investigating the place where the encounter with the Blood of Adam happened.

Originally the circle only would work for Teo and those he wished to allow in. Now anyone who steps into the circle will find themselves pulled in, unless they manage to get back off of it quickly.

Inside the tower

Aspects: Riddled with Strange Dimensional Phenomenon, A Warped & Mischievous Genius Loci.

The first floor of the tower is a seemingly ordinary place. However, beyond the first-floor things get weird: gravitational and spatial abnormalities will be encountered, at places up becomes down, or players may find themselves floating in a room with no gravity at all, or walking up stairs which go on forever. There are chunks of other locations that players may stumble upon, which have been magically transported into the tower, and there are also portals to other places. Though the tower originally had 12 floors, there is no telling how many it might have now.

A Warped & Mischievous Spirit: The Tower's Genius Loci

The spirit of the tower began as a simple enough animistic spirit of place, however, it has become warped like the tower itself. The spirit is more than a curious observer. The spirit is capable of actively manipulating the temporal and dimensional oddities within the tower, though its control is not flawless. While players journey through the tower, dropping hints that there may indeed be a warped alien intelligence toying with them is quite appropriate.

This Genius Loci's heart is not in any fixed place; it could be any room at any time. The spirit, however, does not in fact have control over when the heart shifts location or to where.

Magic items in Teo's Tower

No wizard's tower is complete without magic items. Teo had many more but tended to keep the most powerful ones with him when he travelled.

The most noteworthy item left in the tower is the Thyrsus, which may be found either on Leonidas the therion (if it's decided he managed to get his hands on it) or in Teo's living quarters.

A number of potions may also be found within the tower. These include a number of odd and downright dangerous potions. Yet, in the right situations, these concoctions could be useful.

Potions

Which potions the player characters find may be determined randomly or, if you prefer, chosen instead and placed wherever you desire. In addition, the random tower locations chart (pg. 298) may be rolled on to determine which room a given potion is found in.

The effects of the potions last for a scene unless otherwise mentioned.

Random Potion Table

-4 Pink potion

-3 Green potion

-2 Silver potion

-1 Shimmering black potion

0 White potion

1 Yellow potion

2 Blue potion

3 Multi-color potion

4 Scarlet red potion

Potion Descriptions

Pink potion

This potion has a pink coloration and glows softly. It will heat whatever it is poured on up to a comfortable temperature. That means comfortable for the person who consumes it, or if poured on food up to a comfortable level to consume, etc...

Green potion

This potion is a green and very viscous liquid. If it makes contact with someone they will find themselves drenched in green slime. The slime is harmless but smells and tastes foul.

On the plus side, it makes it easier for anyone covered in the substance to slip out of things (+2 to relevant rolls). On the downside it will also make them prone to slipping. The potion grants the situational aspect, Slippery, with two free invokes which can be used against the character.

Drinking this potion will cause a character to throw up unless they make a Physique check of Great (+4) or better. Failing means they gain the temporary situational aspect: nauseous, with a free invoke against them.

Silver potion

This potion will cause the character to grow old for a short period of time. This could work as a nice disguise, as it grants a +2 to deceive rolls when being disguised as an elderly person is relevant. However, the potion places a noteworthy amount of strain on the user's body, which inflicts 2 physical stress. After the effects wear off the character will return to their prior age.

Shimmering black potion

The person who drinks this will for a short period of time see back into the recent past in their current location. Its limit, however, is only hours ago.

White potion

This potion is very cold to the touch, and causes whatever the liquid within touches to become freezing cold. The potion acts as a Water path spell with a weapon rating of 3 (ice damage) if used as a thrown weapon.

Drinking the potion is even worse than having it simply thrown at you. The potion will cause the person who drank it to become freezing cold, causing ice to damage them internally. The character suffers 5 physical stress from ice damage upon drinking it.

Yellow potion

This potion impacts what the person who drinks it desires to eat; they will crave something utterly disgusting so badly that they will have a hard time resisting seeking it out to eat (Will Overcome of Great (+4) or better to resist). If they eat normal food it will taste so foul that the character will become overwhelmed with nausea. This potion is long lasting; it will affect whoever imbibes it for a whole week.



Blue potion

This potion causes a person to become weightless, as if in zero gravity. This gives them the situational aspect: Weightless.

Multi-color potion

This potion is a rainbow of swirling colors. It causes whatever object, creature or person it is poured onto to have its various parts take on garish colors which clash horribly with one another. The effect is illusionary in nature.

Scarlet red potion

This potion causes the person who drinks it to uncontrollably breathe fire for at random intervals for a scene. On the plus side, the imbiber of the potion is immune to fire, but their friends and belongings might not be so lucky. The breath weapon causes fire damage with a weapon rating of 3. Dodging out of the way takes a Defend check of Good (+3) or better. The character can try to sort of direct where the flame goes, but it is difficult to do, and so they need an Athletics Overcome check of Good (+3) or better to control it.

Teo's Fate

Teo is gone, likely for good. The player characters will not encounter him in the tower. It is possible the players may gain some further insight into what has happened to Teo as they venture through the tower. Perhaps they learn to communicate with his servants, in which case his servants could tell their own tales about his adventures to their world. Teo performed one last ritual to travel to some distant land and has not returned in about a month.

Teo kept extensive records of his magical studies, which the players can find within his bedroom. His last entries detail his attempts to find a way to get to the fabled lost continent of Atlantis. Teo was quite convinced the remnants of the ancient nephilim empire still exist there. If there is a mage with 3rd tier dimensional magic amongst the player group they may be able to replicate the ritual using his notes.

Performing the Ritual

To perform the ritual Teo created to reach Atlantis requires access to tier 3 Dimension path magic. The ritual costs 4 ka, and takes a scene to perform. A Lore: Occult check of Fantastic (+6) or better is required for success. The ritual also requires rare components, which the players may find with sufficient exploration of the tower. If they want to keep Teo's ritual notes and perform the ritual later without seeking the rare components in Teo's tower, it will be much more difficult to find them. The GM may allow a player character to successfully gain the components with a Resources Overcome check of Fantastic (+6). A quest can also be made of gaining the resources.

If successful the ritual will bring those involved in the ritual to the lost continent of Atlantis. If the ritual is a failure something else will happen. Perhaps the player characters will find themselves whisked away to some dangerous undesirable location, or maybe the ritual summons a hostile monster instead.

Teo's Servants

Teo happened upon a race of beings during his journeys which proved well suited for use as servants. He brought some of these creatures with him, and they now may be found throughout the tower. They look quite monstrous, but the servants are intelligent beings, and tend to be very submissive peaceful creatures.

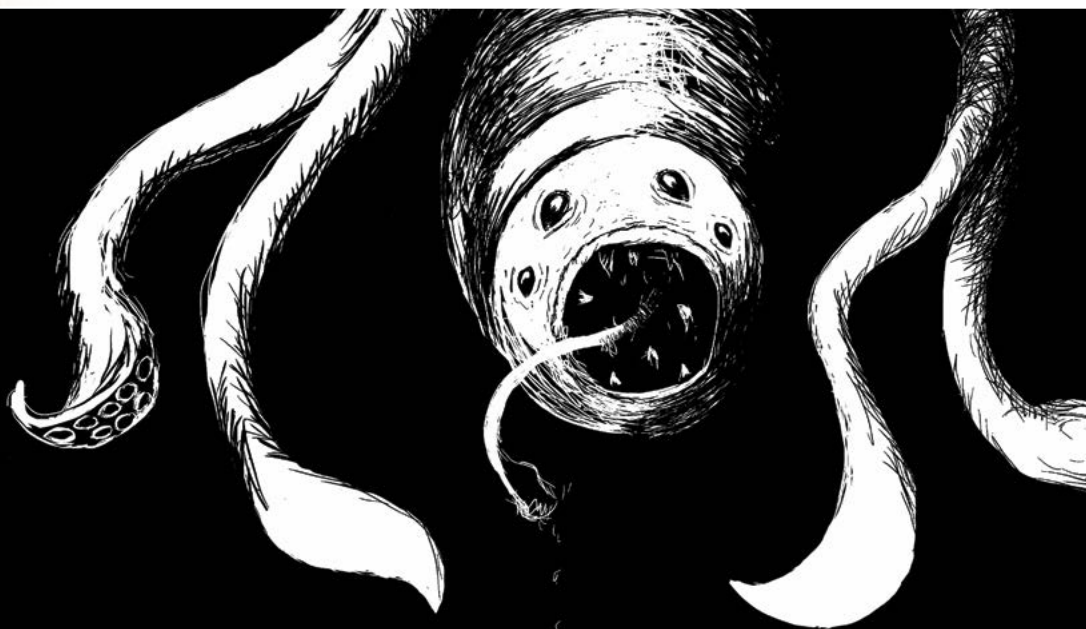
The creatures are detritus feeders and exceptionally good at keeping things clean, anywhere they feed is left perfectly sterile.

If the creatures are attacked then Teo's servants will spew an acidic substance at the attacker which will digest any organic matter rather quickly.

The creatures viewed their master as a deity, and will assume any other nephilim in the party are likewise part of his pantheon.

If the servants are greeted with hostility by a party which has a nephilim as a member, then rather than spewing acid they will assume they have invoked the wrath of the gods. Survivors of the hostility will organize in an attempt to figure out some way to appease the wrathful gods and their servants (their servants being anyone in the group who is not nephilim).

The creatures have their own simple language and have an understanding of Italian though they cannot speak it (their vocal apparatus is simply too alien to form human-sounding words).



Teo's Servants

Aspects

Everything Must be Kept Clean, Worm from Beyond, Worshiper of the Nephilim

Skills

Good (+3): Shoot*

Fair (+2): Notice, Physique

Average (+1): Will, Lore: Occult

*applies to the worm's acid spray only.

Stress Tracks: physical: 3, mental: 3

Ka: 2

Stunts

Acid Spray: the worm can shoot acid. This acid breaks down organic matter but leaves other materials squeaky clean. The worm uses its shoot skill to determine how well it aims. The acid has a weapon rating of 2.

Resistance to Dimensional Anomalies: the creatures have a +2 to any defense rolls against dimension path magic and any other dimensional phenomena.

The Lost Therion Leonidas

The lost therion Leonidas was found in the tower by Teo. Teo wasn't fond of such random visitors and decided to use him as a lab rat.

The end result of the experiments was Teo has been left rather warped by dimensional magic. He is also very resistant against further usages of dimensional magic against him. This has left Leonidas well adapted to survive in the tower's environment.

As a result of the experiments Teo performed on him, Leonidas is also hard is to pinpoint visibly in space, and he will look closer or further away than he actually is.

The experience has left Leonidas traumatized, and delusional. Though Leonidas has managed to venture away from the tower a few times through dimensional anomalies, he ends up back one way or another. He blames Teo for this and believes the mage managed to leash him to the tower somehow (which might be true).



Leonidas like others of his kind is partly bestial in nature. He often displays behaviors found amongst the creature for which he has the most affinity. In this case, that animal is a wildcat. As he has been so traumatized he may violently lash out, sometimes unpredictably.

Leonidas has learned how to communicate with Teo's strange servants and can act as a translator for the group.

If the players manage to free Leonidas from the tower and return him to the Strafalcioni (pg. 260) the Strafalcioni will offer them some manner of reward (either financial or a favor). If Prelatus (pg. 331) finds out Leonidas is alive and that the player characters freed him, he will definitely want to seek them out to thank them.

Leonidas

Aspects

High Concept: Survivor of the Tower of Teo

Trouble: Unpredictable as a Mad Cat

Species Aspect: Feline-Therion Test Subject

Other Aspects: Nothing Seems Strange to me Anymore, I'm still Loyal to Velasco

Skills

Great (+4): Notice

Good (+3): Athletics, Stealth

Fair (+2): Lore: Occult, Fight, Burglary

Average (+1): physique, contacts, empathy, deceive

Stress Tracks: 3 physical, 2 mental, 2 wealth, 3 reputation

Stunts

Labyrinth Walker: (free therion stunt) see pg. 164

Dimensional Displacement: +2 to athletics rolls to defend

Deadly Natural Weapons: pg. 164

Enhanced Sense (hearing): pg. 164

Coronata Tower Floors

The ground floor

The ground floor is always a foyer and is the one level of the tower that will seem normal. It is a large square room and has a winding staircase going up around the edge leading to the other floors of the tower.

This room has a round coffee table surrounded by 3 wooden chairs. The items are all in perfect condition. In a glass vase on the table are cut flowers, these, however, are long wilted. A large ornate rug with a black dragon pattern lies on the floor. It appears to be of Persian make.

Beyond the ground floor

The rooms beyond this one are unpredictable, and may be picked as the GM desires or determined randomly. Fun can be had with creating new areas in addition to the ones presented below, and with giving each of them some different strange dimensional properties.

Random tower location chart

-4 Old Prison Cells (pg. 300)

-3 Endless Stairway (pg. 300)

-2 The Library (pg. 301)

-1 The Kitchen (pg. 301)

0 The Ritual Room (pg. 302)

1-3 An entrance to a strange place. Roll on the random portal chart (pg. 299), or make something up.

4 Teo's Living Quarters (pg. 302)

A portal into...

Players may find themselves in a different place, not in the tower at all.

Random portal table

-4 The players emerge in a forest in a distant country.

-3 The players emerge into a room in another building in Bologna.

-2 The players emerge into a strange land, the ground is dry and cracked with a thin layer of glass covering it in places. It is very hot, the sun is large and red. Strange lifeless cities may be found baking in the sun like ancient skeletons.

-1 The players find themselves in the Aethereal realm.

0 Surrounded by saltwater, the players emerge somewhere in the ocean off the coast of the Italian peninsula.

1 One of the other tower rooms. At first, it won't be apparent anything has changed, however, the players have moved forward in time to the day when Rome invades.

2 In a gorgeous silvery wood, inhabited by nephilim. Those who dwell within it refer to the place as the "Silvertree Library". However amongst all this beauty there is an underlying rot not immediately apparent.

3 An island where great scaly and feathery beasts roam. Though they resemble wingless dragons, these creatures do not seem especially intelligent, or even magical, truly strange creatures indeed.

4 The player characters will awaken, each of them resting within a comfortable bed in a spotlessly clean white room. They will not remember having fallen asleep.

Strangely, if the players had any wounds or illnesses, they will be completely healed.

Should the players wander from the room, now and then they will hear whispers in some unfamiliar language but see no one. Various strange implements can be found about the place, as can unusual alchemical concoctions.

Old Prison Cells

The old 3rd, 4th, and 5th floors were used as prison cells originally. Other than their locations now being unpredictable they are pretty ordinary.

In the rooms of the 3rd, 4th and 5th floors, once used as cells, there is still some graffiti. These are the lamentations of past prisoners, and drawings made to pass the time.

Teo was not the sort who had any reason to keep prisoners around, or really much of anyone around for that matter, and thus used these for mundane storage. The only unusual thing about any of the items found here is that trinkets from all over the known world may be found, and a few skeletons of bizarre beasts. Some very old items and the skeletons would be of value to the right collector as well.

Endless stairway

No matter how far the characters walk, the next floor never gets any closer. Once they have walked into this “trap” they can’t simply walk back down, as the floor below will never get any closer either. However, there is a trick to getting out of this situation, as it only impacts the stairs and things which are very close to them, so characters could feasibly come up with some way to get to the next floor without using the stairs. Jumping off can get the characters outside the zone of influence of the stairs, in which case they will fall just a short distance.

The Library

Teo boasted a library with books he's hoarded for a great number of years. Being an avid reader, he has books on a large number of subjects. Though bestiaries and books on magic may be found, most of them are inaccurate but entertaining reads. Whether the player characters will be able to tell which ones are genuine is questionable.

The really odd thing about this room is that it lacks gravity. This makes movement rather awkward and since the books are now floating around off their shelves. Sorting through all the books could be a real challenge.

The Kitchen

The kitchen is in such a state of disarray that it's barely recognizable as such. The structure itself has suffered severe damage here. The walls of the tower in this location are cracked and crumbling in places.

In the center of the kitchen is a large ball comprised of bits of metal, stone, wood, food and the now unrecognizable remains of someone or something once living.

Through the cracks in the walls, nothing can be seen, and any character who looks through them at the nothingness beyond will get a terribly unnerving feeling.

Should a character attempt to break through the wall and enter the "outside" they will vanish, and reappear somewhere else in the tower. They will be unharmed and remember nothing about what was beyond, but will feel horribly unnerved (the character suffers a point of mental stress from this).

The Ritual Room

Teo engaged in magical rituals in this room. It also happens to be upside down, so as soon as characters enter it they will fall down to the ceiling.

It is pretty clear that the room shifted from right side up to upside down abruptly, as there's broken glass covering the chamber's "floor", and a space for a magical circle to be filled in is marked on what is now the "ceiling". Some arcane marks remain drawn in the circle, but most of them have been wiped away. A character who is familiar with Enochian (as all nephilim are) will recognize one of the remaining symbols: Rephaim, which means "the dead ones".

Also, in the ritual room are a variety of dried out herbs, a few moonstone beads, as well as numerous almost completely melted white, silver, and blue candles scattered about.

Teo's living quarters

Teo's bedroom takes up an entire floor and is decorated in beautiful furniture from different parts of the world. All of it is rather lavish, but then Teo has had access not only to his family's fortune but more years than ordinary people could ever hope to spend accumulating things.

Of note in the bedroom are two small stone statues, of Chinese origin, and shaped like lions but the size of large house cats. These both are animated statues which Teo acquired long ago, and are used as guardians. The statues will animate and act with hostility towards the player characters once they step foot in the room.

Stone Cat statues

Aspects

Guardian of the Wizard's Bedroom, Animated Stone Cat

Skills

Good (+3): Fight

Fair (+2): Stealth, Notice

Average (+1): Athletics, Physique

Stress Tracks: 3 physical (only physical stress applies to these creatures).

Stunts

Mindless: the stone cats are mindless constructs, and immune to anything which affects the mind.

Sharp Claws & Teeth: the cats have claws and teeth with a weapon rating of 1.

Made of Stone: the cats are made of stone, and have an armor rating of 3. In addition, if not moving, they appear to be ordinary stone statues.

Thysus - the staff of Bacchus

This staff is tipped with a pine cone and covered in ivy leaves. This item is, in fact, a concealed magical spear, which inflicts those struck by it with madness.

A character who claims this item will find that they become in touch with the Bacchanalian spirit. They will become virile, amorous and creative, and others will tend to find the character very alluring. The character will also find they develop a greater taste for intoxicating substances.

Bonding with the item: this requires the character to go through a vision quest, during which they must be heavily intoxicated in order to invoke the Bacchanalian spirit. This takes no less than a day. If the item is not bonded to a character, then it functions as a simple staff.

Item stats

Unbonded: weapon rating of 2. Is a medium weapon.

Bonded: has a weapon rating of 3 (still otherwise treated as a medium weapon). The wielder can choose to inflict mental consequences and stress instead of physical ones.

Grants the aspect: Bacchanalian Spirit.

The Location of Thysus

If Leonidas has not yet gotten to the Thysus then it will be in Teo's living quarters. It is located in the mage's closet along with an assortment of robes and other clothing.

If the Thysus is in the therion Leonidas' possession, however, the therion has not been able to bond with the item, and thus in his hands it is reduced to being a simple staff.

The Spawn of Arachne

A spirit must have an anchor of some sort to keep them in Asiyah for extended periods of time, and the bodies of flesh-and-blood beings are the most desirable anchors for the majority of spirits. The Spawn of Arachne is one such spirit that desires to anchor itself to a flesh-and-blood form and experience life as mortals do.

When the Spawn of Arachne takes a host, it seldom seizes complete control; instead, it acts as a more subtle parasite influencing its host's behavior. The host of a Spawn of Arachne will desire to weave above all else.

The Spawn also grants its host various abilities; they can command spiders, and like other possessed have some ability to alter their form, becoming a closer representation of the spirit's own nature. All Spawn of Arachne may alter their host's own shape granting it a few spider-like traits, but they may also be able to alter themselves in more dramatic ways, becoming gigantic spiders, or breaking up into a swarm. The spawn can easily return its host back to their ordinary form in order to disguise its presence.

Lia Capello

Lia is the young daughter of a farming family in the countryside of Bologna. Her mother began teaching her weaving at a very early age, and the girl took to it. However, it was only recently that the girl began to show real promise. Her interest in weaving suddenly increased, to the point where the girl was interested in little else. Her parents, while somewhat concerned about this change in behavior, became convinced her increasingly impressive work might bring in much-needed additional money for the family. So they decided to show examples of their daughter's work to the Artisan's Guild.

Sure enough, the girl's work greatly impressed the Artisan's Guild, and Spawn of Arachne desire praise for their work almost as much as they enjoy their work itself. Thus, Lia became an apprentice at the Artisan's Guild. However, not too long after, she vanished.

Getting the players involved

The player characters could hear about the disappearance of Lia Capello in connection with the other children who have disappeared recently. Lia's distraught parents have already assumed that she has fallen prey to the "dragon" which has been plaguing the countryside.

If the characters speak with Lia's parents they will praise their daughter as a prodigy, but may note that her skill with the art of weaving is recent. They will have noticed an increase in spiders, but have not thought much of it.

The player characters may see some of her work on display when dealing with the Artisan's Guild, and overhear something about her disappearance through them.

If the player characters inquire further with the guild, then a guild member named Vera will come forward. Vera will tell them that she decided to get to know the girl better. She went to visit the girl one evening and saw that "Lia appeared to be conversing with a small spider which perched on the palm of her hand." Lia vanished the next day, and now Vera suspects the spider may have been a shapeshifted mage or stranger creature, and likely is responsible for the girl's disappearance.

If the PCs go to the Capello farmstead they may encounter spiders behaving oddly, seeming to actively follow and observe people. The spiders will not act with hostility towards people unless an attempt to harm the spiders, or an attempt to harm Lia's parents, is made. Lia is protective of her parents, and the spirit possessing her now can't help but feel the same. The spiders won't bring harm to Lia's parents no matter how many they squish.

Finding Lia

Lia sneaked back to the farmstead briefly after vanishing from the Artisan's Guild in the city. Lia's family saw signs of her having been back, and were able to track Lia from the farm out into the woods beyond, but eventually, they lost her trail. There they found the dung of some large animal and suspected the worst: that the dragon had carried off their daughter. The dung is indeed the wyvern's, but its being there is coincidental.

If the player characters have a skillful tracker amongst them they may be able to follow the girl's tracks much longer than her parents could. Otherwise, perhaps they can figure out something creative to do with Lia's connection to the spiders and find her that way.

Into the Woods

Lia ran off into the woods and discovered a cavern there. Feeling very secure in such a place she has made herself at home. The cavern is filled with spider webs and myriad spiders which obey her. The webs that they have woven under her command are beautiful, if eerie, works of art.

Lia will not want to come home: as much as she desires praise for her work, she is fearful because the Spawn of Arachne believes it is under threat due to having been discovered. Unless either somehow Lia can suppress the Spawn and come home in spite of its urgings to stay hidden, or be convinced that the Spawn will be safe (whether true or not) she will refuse to go home. If force is used against her then Lia will command the spiders to attack the players (including some very deadly poisonous ones) and break into a swarm herself in order to flee. If for some reason she cannot flee then she will take the form of a giant spider and attack, leaving the players having to decide quickly how to deal with a child who has become a dangerous creature. If the players flee she will only pursue a short distance before retreating, after which she will seek out a new location to stay hidden.

Lia, Spawn of Arachne

Aspects

High concept: Possessed Weaver-Girl

Misc. aspects: To Weave is Divine (instinct aspect),
Young Daughter of a Farming-Family

Trouble: Fear of Discovery

Skills (possessed Lia)

Great (+4): Art (Lia only uses this for weaving)

Good (+3): Fight, Athletics

Fair (+2): Lore: Nature, Stealth

Average (+1): Lore Occult, Will, Empathy, Notice

Skills (non-possessed Lia)

Fair (+2): Athletics, Art (Lia only uses this for weaving),
Stealth

Average (+1): Will, Empathy, Notice, Lore: Nature.

Stress Tracks: Physical: 2 (4 in giant spider form, or to
represent damage to her swarm in swarm-shape), Mental:
3, Wealth: 2, Reputation: 2

Ka: 11 (2 if not possessed)

Spawn of Arachne Stunts

Commune with spiders

Lia can communicate with and control spiders. Though she must activate this power when they are within 2 zones, once control is gained she can continue to exert her influence so long as the spiders remain within 3 miles of her.

Giant-spider shape

Lia can transform into a giant spider. In this form her Physique becomes Great (+4). She also gains the ability to do other things which spiders generally can, such as quickly climb walls and spin webs. Lia's bite has a weapon rating of 3 in this form.

Enhanced senses (in spider forms only)

Lia can see in complete darkness, and becomes sensitive to vibration. She has a +2 to notice checks to detect and locate anything that moves. While on a web this bonus increases to a +4.

Poison resistance

Lia is entirely immune to poison.

Swarm-shape

Lia can break up into the form of a swarm of spiders. So long as any of the spiders survive she will not perish. The swarm-shape grants a +2 to stealth.

Spider spirit poison (while in spider forms only)

A target who has been bitten by Lia must make a Physique Overcome check of at least Good (+3), or suffer from poisoning. This grants Lia a boost with two free invokes against them. If the Physique check was a Mediocre (0) or worse the character will begin to take an additional point of physical stress each round. The character should make another Physique check each round; once they make a Good or better they stop taking the stress.

The Wyvern

Most dragon spawn are born of some other sort of creature, only later does their nature become apparent. Wyverns, unlike other draconic beings, only breed amongst their own kind, and always breed true. Wyverns are highly intelligent by animal-standards, but they are dangerous and wild creatures all the same.

All varieties of wyverns have a single pair of clawed wings, and a tail tipped in a venomous stinger. Though most wyverns have hind-legs, some varieties lack them.

Wyverns may outright kill animals, and also those more intelligent beings that are a clear immediate threat. However, they prefer to capture, but not to immediately kill their intelligent prey. The wyvern is a creature that feeds upon more than just meat; they feed upon the raw fear and torment of their prey. That wyverns feed this way is some manner of pale reflection of how true dragons, during their long slumbers, derive sustenance from the dreams of mortal creatures.

Thyrus the wyvern

The wyvern plaguing the Bologna countryside is a cunning nocturnal predator. He's been preying on those caught outside after dark, and he will if at all possible go after someone isolated. His favored prey is children, which makes him prime fodder for stories about why you should always be good, and not go out after dark. In time, he'll likely be remembered as the monster who preys on naughty children.

He may take celati victims, but regards lacerta in particular as competitors for food and territory, at least once he's seen them in their dragon form. He has no special way of sensing a lacerta when they are in human form.

Thyrus has set up his territory in an abandoned farmstead, well away from any occupied structures. If he already has a victim, assuming the victim is alive, he may be found in his territory night or day. If the victim has died, he'll leave his territory slightly after sundown, and return slightly before sunrise, or even sooner if he manages to get a victim before then.

Thyrus is a variety of wyvern which has hind-legs, rather than the legless lower half some others have. He's of a brilliant red coloration which would stand out terribly in daylight but does not after sunset.

Getting the players involved

There's a variety of ways that the players could get involved with Thyrus. They could simply overhear talk about a "dragon" or "lacerta" who has been launching attacks on the countryside. The creature will have been named Thyrus after a legendary wyvern that was slain in Terni Italy long ago. Despite what the namesake may suggest, and the truth of the situation, most people are assuming a lacerta is responsible for the attacks.

The players may see Thyrus if they are out in the countryside at night, or they may have someone who has lost a child (or other loved one) to him recently ask for their aid..

Finally, if there's a lacerta in the group, there could be an awkward confrontation with some folks in the countryside which leads to them learning about the wyvern.

The Abandoned Farmstead

Thyrus' territory was once a productive farmstead, however during the ravages of the black plague its inhabitants all were overcome by the disease and rose as hungry dead. Those times are long since over, but the farmstead has remained abandoned. There are some stories of the place being haunted, and others about hungry dead still roaming the place, but these particular tales have no truth to them. There are no undead, no ghosts; instead, there's mostly weeds and wildlife. This made the farmstead a perfect place for a wyvern.

Most findings from the abandoned farmstead will be worthless. There's plenty of moth-eaten and otherwise decayed clothing and old rusted farm equipment to be found. The wyvern hasn't helped the condition of things, the nest it has made inside the farmhouse is its equivalent of a dragon's horde. Amongst Thyrus' nest, there are various baubles, mostly worthless trinkets, but a few valuable pieces of jewelry may be found. However, Thyrus has included the mutilated remains of his victims in his horde as well, making the whole thing resemble some sort of hell-spawned bowerbird's nest. Chances are anyone approaching the wyvern's nest will smell it well before they see it.

Interacting with Thyrus

Thyrus is smart, but he's not human-smart; he understands only a small amount of Italian (things like kill, food, monster and run). He is incapable of speech, but he will utter a variety of hisses, snarls, and roars. He may use some really crude tools (think pointy sticks or rocks). However, most of the time his natural weapons will just be more effective than any crude tool he could come up with, so he'll rely on those.

If humans or celati approach his territory, he will try to remain unseen and ignore them unless they actually make attempts to enter the farmhouse, or linger overly long near it. This is unless there's a lacerta in the group who is in dragon form, in that case, he will engage the lacerta as soon as it is noticed, and he will focus on driving the lacerta away from his territory.

Thyrus the Wyvern

Aspects

High concept: Wyvern of the Bolognese Countryside

Aspects: Hungers for the Fear of Others (instinct aspect), Bestial Dragon-Spawn, A Glorious & Grotesque Horde I Shall Build

Trouble: The Dragon-Hunters Hunt for Me.

Skills

Superb (+5): Fight

Great (+4): Physique, Provoke

Good (+3): Notice, Athletics

Fair (+2): Will, Stealth

Average (+1): Lore: Nature, Empathy

Stress Tracks: Physical: 4, Mental: 3

Stunts

Natural weapons: The wyvern has sharp claws, and teeth which have a weapon rating of 3.

Poisonous stinger: The wyvern has a poisonous stinger on its tail. It has a weapon rating of 1, and inflicts the victim with wyvern poison.

Winged beast: the wyvern is capable of winged flight.

Airborne predator: +2 to use the Fight skill to Attack while airborne.

See in complete darkness: the wyvern needs no light to see.

Thick Hide: the wyvern's thick scaly hide gives it an armor rating of 3.

Wyvern poison

A wyvern's poison aids in it capturing prey. It makes movement more difficult for the victim, possibly even paralyzing them. However, it dulls none of the prey's senses and does act as an anti-coagulant and disinfectant, making it less likely that prey will succumb too quickly to wounds.

If struck by the wyvern's stinger the victim must make a Physique Overcome check of Good (+3) or better. If the check fails, the wyvern gains a boost against the target with two free invocations. If the physique check is Terrible (or even lower than -2) they are paralyzed for a scene.

Horrific vision

The wyvern can gaze into the eyes of a target, and cause the person to see something they fear greatly. To do this the wyvern makes a Provoke Attack vs. the target's Will Defense. If successful the target suffers mental stress from the attack and spends their next turn frozen in terror.

The wyvern may rid itself of a single mild consequence once per scene if it succeeds in using this ability. If a target succeeds at resisting this ability, they are immune until the next scene.



NPC Gallery

Ginevra Sforza

The matron of Bologna's placid brown eyes and broad, wrinkled cheeks belie a fierce intelligence. Ginevra's sixty-five years and eighteen childbirths weigh lightly on her slim physique. She dresses in simple, elegantly cut dresses made of the best fabrics.

For all her personal and civic power, Ginevra fears the Papacy. Every action she undertakes, no matter how dark, is in service to her husband, her family, and her city. She lost her friend, Gentile Budrioli, solely to get possession of a dweomered amulet that lets her read minds. Deep probes tend to have deleterious effects on the victim, but she feels completely justified, as long as she gets results.

Four members of the Witchguard are always in attendance with her, both to thwart assassination attempts and to bring their skills to bear on any problems Ginevra may encounter. Recruits for the Witchguard are brought into the fold from various undesirable circumstances.



Ginevra

Aspects

High Concept: The Power Behind the Throne

Trouble: Distrustful

Species Aspect: Bloodline with a Mysterious Supernatural Patron

Other Aspects: Faithful to Giovanni II, Leader of the Witchguard

Skills

Fantastic (+6): Deceive

Superb (+5): Resources, Rapport

Great (+4): Contacts, Lore: City

Good (+3): Empathy, Lore: Occult

Fair (+2): Provoke, Lore: Academics, Will

Average (+1): Fight, Stealth, Notice, Ride

Stress Tracks: physical: 2, mental: 3, wealth: 4, reputation: 4

Stunts

Preternatural Human: can see in complete darkness.

Mind Games (Fate Core): You can use Deceive in place of Provoke to make mental attacks, as long as you can make up a clever lie as part of the attack.

Enhanced Sense: Hearing (preternatural human, as the therion stunt pg. 164).

Noble Reputation: (pg. 126)

Mnemosyne's Amulet

An important magical item belonging to Ginevra

Mnemosyne's Amulet is an important magical item belonging to Ginevra, which can be used to read minds, and to wipe them of memories. However, whenever used, it is rather likely that the victim's mind will be impacted in unintended ways.

Using the amulet

The character must be bonded with the amulet to use it and once bonded, to use it, they must touch the target. They can then choose to read the character's mind. Up to three scenes of the victim's memories can also be selectively erased.

To resist the target must make a will check.

Superb or better: the target completely resists.

Mediocre to Great: inflicts 2 mental stress on the victim.

Worse than Mediocre: inflicts 4 mental stress on the victim.

If a victim suffers a severe consequence or worse as a result of the amulet being used on them, then they are psychologically broken. When their mind is read nothing of value is gained from it.

The item isn't 100% fail safe even when it seems to work; on rare occasion memories selectively removed aren't quite permanently so.

Bonding with the amulet

To bond with the amulet, a character must sacrifice something of great personal value, by tossing it into a body of water. Once so sacrificed the character will no longer even remember the object (or person or creature).

Giovanni II



Giovanni II is sometimes referred to as “The Tyrant of Bologna”, and is the city’s chief magistrate. In order to establish his secure rule Giovanni has seen the great value of alliances with other powerful families in Italy. In order to win their favor he personally has fought as condottiero, in service to Florence, Milan and Naples alike. In the Salt War of 1482-1484 he fought for the Duke of Ferrara, an event which earned him further enmity from the Papacy.

Though he is now aging Giovanni II is none-the-less in excellent health, thank in part to the aid of life magic provided by Archmage Nevio. His face has been weathered some by the years, and his mid-length brown hair now shows flecks of gray.

The tension between Giovanni’s family and the Papacy is long standing. In 1445 Giovanni’s father Annibale I Bentivoglio’s rule ended after a mere two years. He was assassinated by a member of a rival family, Battista Canelloni. The assassin had been given the support of the Pope at the time (Pope Eugene IV) though this is not something known by the general public. Annibale had strong anti-Papal views, which had led to his exile for a time in earlier years, and ultimately to his demise. Giovanni was just a child at the time, and would not come into power until years later - in 1463.

Giovanni II

Aspects

High Concept: Tyrant of Bologna

Trouble: Anti-Papal Views

Other Aspects: Alliances are Forged with Blood, Condotiero at Heart, Mundane Of a Noble Bolognese Family.

Skills

Fantastic (+6): Fight

Superb (+5): Resources, Contacts

Great (+4): Rapport, Lore: City

Good (+3): Lore: Academics, Physique, Shoot

Fair (+2): Provoke, Ride, Athletics

Average (+1): Will, Lore: Nature, Notice, Empathy

Stress Tracks: physical: 4, mental: 3, wealth: 4, reputation: 4

Ka: 2

Stunts

Magic Resistance (true mundane): +2 vs death magic.

Best Foot Forward (Fate Core): Twice per session, you may upgrade a boost you receive with Rapport into a full situation aspect with a free invocation.

Killing Stroke (Fate Core): Once per scene, when you force an opponent to take a consequence, you can spend a fate point to increase the consequence's severity. If your opponent was already going to take a severe consequence, he must either take a severe consequence and a second consequence or be taken out.

Noble Reputation: pg. 126

Velasco



Velasco fled Spain in 1492 when the Alhambra Decree was enacted, and a massive attempt to hunt down and cull “the dangerous monsters who dwell within the wilds” (the dangerous monsters being therion) was organized. Velasco and surviving members of his tribe settled in Bologna, where they found themselves at home within the underground canals, and have come to dominate the city’s black market trade.

The city’s present authorities have put up a farce of denouncing Velasco’s activities but being unable to pin him down. The truth is, the powers that be in Bologna have little interest in actually stopping his activities, which have proven useful on more than one occasion.

Velasco is downright cutthroat in dealing with any outsiders he finds meddlesome, but his faction is entirely comprised of therion, and many are quite literally family. His concern for his family is true, and everyone would admit that any punishment that may come their way, while harsh, is warranted.

Velasco is a therion with lupine features; he appears largely human, but has the head of a black wolf. This visage is quite appropriate for him; though he can be quite savage, there is no doubting his sense of being a part of a pack. He is a loyal creature to a fault, and will brutally crush any he deems to be otherwise.

He also is capable of taking on a human form, unlike most of his tribe.

Delasco

Aspects

High Concept: Father of the Strafalcioni

Trouble: Loyal to a Fault

Species Aspect: Of a Lupine Visage

Other Aspects: Refugee from Spain, Perhaps We can Make a Deal...

Skills

Great (+4): Contacts, Provoke, Rapport

Good (+3): Lore: City, Resources, Fight

Fair (+2): Physique, Deceive, Empathy

Average (+1): Will, Lore: Nature, Notice, Stealth

Stress Tracks: physical: 3, mental: 3, reputation: 4, wealth: 4

Stunts

Deadly Natural Weapons: free species stunt, pg. 164.

Enhanced Sense: hearing (therion stunt), pg. 164.

Vir Shape: therion stunt, pg. 165.

Ear to the Ground (Fate Core): Whenever someone initiates a conflict against you in an area where you've built a network of contacts, you use Contacts instead of Notice to determine turn order, because you got tipped off in time.

Besina

Traditionally therion tribes have two leaders; one male, one female. The Strafalcioni are no exception, but Velasco's Grandmother, the present High Serpent, has grown very feeble and seldom exercises her influence anymore. Besina is next in line to assume the position of High Serpent among the Strafalcioni and is tired of waiting for the present High Serpent to step down, or to die.

Besina is cunning, devious, and cold-blooded. While greedy for power within the Strafalcioni, she does firmly believe that it is in the tribe's best interest to have a new High Serpent, one who will actually do something and not just leave Velasco running

the show himself (which in truth, he seems content to do).

Besina has worked out a deal with mage Prelatus (pg. 331).



Besina

Aspects

High concept: High-Serpent to be

Trouble: Conniving

Species aspect: Serpentine-Therion

Other aspects: I do What is Best for the Strafalcioni, The Old Ways Must be Kept

Skills

Great (+4): Deceive, Lore: Occult

Good (+3): Magicka, Contacts

Fair (+2): Will, Rapport, Empathy

Average (+1): Physique, Art (dance), Notice, Stealth

Stress Tracks: physical: 3, mental: 3, wealth: 2, reputation: 4

Ka: 11

Stunts

Tough Hide/Scales: free species stunt, pg. 164

Coils of the Serpent: if Besina grapples someone, she automatically inflicts one point of physical stress. She can inflict an additional point of physical stress each round she continues the grapple.

Lore of the Therion: Besina is very knowledgeable on therion culture and religion, and gains a +2 to any lore: occult checks pertaining to it. This includes anything regarding the ancient Greco-Roman faith.

Thaumaturgy Path: Medium tier 1.

Luca Donati



Luca is a smuggler from Rome, who is involved in black market trade between Rome and nearby locales such as Forli as well as further to places like Venice or Florence. Bologna is on his route too, because many things illicit in Rome can be found on the open market there, including many texts of occult nature banned to anyone outside certain church positions in Rome.

For Luca business had been going well, then the dreams began. Or rather they started back up, as, he had been having them since he was a child.

“Last night I dreamt I flew upon great wings and held a fire deep within my belly.”

For Luca the dream became real. Luca is one of the *lacerta*, his scales shiny as rubies, his fangs sharp as daggers.

Someone sold Luca out to the authorities in Rome, but he doesn't know who. In response, Luca has fled Rome to Bologna, where his kind aren't hunted down the way they are in Rome. He didn't get out through the help of the Sisterhood of the Phoenix like some do. Most of Luca's connections have not, in fact, turned on him, and he was able to rely on those to move his business to Bologna, where he now plans to operate out of. Luca has ties with the *Strafalcioni* in Bologna as well. Unfortunately, for Luca, the Blood of Adam has followed him to Bologna and now the dragon hunters hunt.

Luca Donati

Aspects

High Concept: Smuggler out of Rome

Trouble: A Scoundrel and Just Can't Help it

Species Aspect: "Scion of Vortigern, Fiery Lord of Invention"

Other Aspects: I Can't Stand by While the Helpless Suffer, They'll Never Catch Me

Skills

Great (+4): Deceive

Good (+3): Rapport, Resources

Fair (+2): Contacts, Fight, Empathy

Average (+1): Physique, Burglary, Crafts, Notice

Stress Tracks: physical: 3, mental: 3, reputation: 3, wealth: 4

Stunts

Dragon-Shape: free species stunt, pg. 172.

Deadly Dragon's Breath: fire breath, pg. 172.

An Honest Day's Work: when deceiving people about your line of work, you get a +2 deceive.

The Right Man for the Job: +2 to rapport when trying to convince someone to hire you.

Carmina Sapienti



Carmina Sapienti is the current head of the Bologna section of the Sisterhood of the Phoenix. Carmina was the third child born to a father who was a Condottiero. She was married off to a Condottiero man as soon as she was of marriageable age, in order to help foster an alliance.

Carmina proved from a young age to have a knack for swordsmanship, and this served her well. When her village came under siege by rival Condottiero, Carmina took up the sword

in defense of her home after her husband was slain. During the battle, she was badly wounded but survived in part thanks to the aid of a member of the Sisterhood of the Phoenix. It was that event which led to Carmina's work with the Sisterhood.

Carmina has been a competent leader for the faction, one who is shrewd and willing to do what she deems necessary for the faction to achieve its goals. This has created some strain within the faction, but so far no one has seriously challenged Carmina's leadership.

The primary source of strain has been Carmina's dealings with Velasco of the Strafalcioni, which she has done in order to gain access to the underground canals and for other favors.

Carmina Sapienti

Aspects

High concept: Leader of the Bolognese Sisterhood of the Phoenix, Of an Untouched Bloodline (species)

Trouble: Has Dirty Dealings with Velasco

Other aspects: I Live & Fight for the Sisterhood's Cause, Ever the Shrewd Warrior

Skills

Superb (+5): Fight, Athletics

Great (+4): Empathy, Contacts, Physique

Good (+3): Rapport, Deceive, Notice

Fair (+2): Lore: Occult, Provoke, Lore: Academics

Average (+1): Lore: Nature, Stealth, Will, Ride

Stress Tracks: physical: 4, mental: 3, reputation: 4, wealth: 2

Stunts

Magic Resistance (true mundane): +2 vs fire magic.

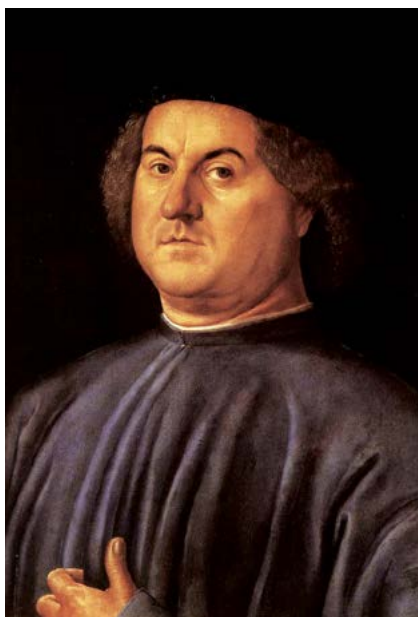
Passionate Defender: When the aspect "I Live & Fight for the Sisterhood's Cause" is invoked gain a +3 to Fight instead of +2.

Friend of the Celati: gain +2 to Lore: Occult when it has to do with the celati.

I Lie to Protect: when lying to protect a faction member, or ward of the faction, gain a +2 to Deceive.

Superior Magical Resistance: +2 vs. Create an Advantage. Human, true mundane stunt.

Nevio De Ambris



The archmage of the School of Wizardry in Bologna comes from a very long line of mages who settled in Bologna some generations back. In fact, Nevio inherited the post from his father.

Nevio is the mage responsible for establishing a tense working relationship with the Blood of Adam. He views this relationship as necessary because of the Blood of Adam's incredible skill at hunting dangerous mages. This relationship also

keeps the University from dirtying their hands more publicly, which during his father's time led to the School nearly breaking apart. Still, this is an unlikely and tense alliance to say the least.

Nevio is unquestionably one of, if not the, most powerful mages within Bologna. Nevio has become increasingly gloomy as of late, maybe because he feels he's reached the pinnacle of his magical capabilities, or perhaps something else is responsible.

Nevio De Ambris

Aspects

High Concept: Archmage of Bologna

Trouble: I have Dark Secrets I Must Keep

Species Aspect: Of a Prestigious Magical Lineage

Other Aspects: Magic is for the People, I Will Keep Order in this Classroom

Skills

Fantastic (+6): Magicka

Superb (+5): Lore: Academics, Lore: Occult

Great (+4): Resources, Contacts

Good (+3): Rapport, Deceive, Will

Fair (+2): Lore: Nature, Notice, Lore: City, Empathy

Average (+1): Investigate, Art, Physique, Ride

Stress Tracks: 3 physical, 4 mental, 4 reputation, 4 wealth

Ka: 20

Stunts

Sense Magic: Child of Albion, free stunt, pg. 138.

Mage Paths: Water & Wyrding thaumaturgy paths at tier 3. Medium path at tier 2 and Life at tier 1.

Prelatus d'Armano



Prelatus is a mage who has lost too much to the Blood of Adam. When young, his older half-brother, a nephilim, was slain before his eyes. When three of his therion friends disappeared some time ago, the mage suspected it was the Blood of Adam's doing. That prompted him to start planning for action.

As a professor at the University, he has access to libraries of information. This includes the maps to the underground beneath the Blood of Adam's

headquarters. He wants to bring them down, literally. As a very proficient earth mage, he merely needs to find the right spot.

A month ago, Prelatus finally started his campaign against the organization. He knows he has to be subtle. Fortunately, his other specialty is illusion magic.

Prelatus has murdered one of the Blood of Adam knights with a metal blade transmuted from a rock and collapsed one of their warehouses. He framed an innocent man for the whole thing (see pg. 336).

Prelatus knows the stakes if his clandestine activities are connected to him. He has crossed the line. He is a zealot, yet is smart enough to have eluded the Witchguard so far. Prelatus' private residence, away from the University, is a tower from which he plans his acts (see pg. 284).

Prelatus has heard about the attacks a dragon has been making on the countryside, and will summon an illusion of the beast to distract anyone pursuing him if he is in a tight situation.

Prelatus d'Armano

Aspects

High Concept: Scheming Mage

Trouble: My Desire for Vengeance Blinds Me

Species Aspect: Magic Runs in my Blood

Other Aspects: I Hunt the Blood of Adam, Always Loyal to a True Friend

Skills

Great (+4): Magicka

Good (+3): Resources, Lore: Occult

Fair (+2): Deceive, Lore: Academics, Will

Average (+1): Lore: City, Notice, Fight, Contacts

Stress Tracks: physical: 2, mental: 3, wealth: 4, Reputation: 3

Ka: 14

Stunts

Sense Magic: Child of Albion stunt

Thaumaturgy Earth Path: at tier 3

Thaumaturgy Phantasm Path: at tier 1

Severus Gaius



Severus was born in a small village in the Dolomites not far from Belluno, which is part of the Venetian Republic. The village was hidden from the rest of the world and inhabited by members of the Dragon Cult.

Severus was raised to revere the dragon gods and taught that to become lacerta was to be closer to the gods, and thus an honor. Severus awaited the day when he would dream his dragon dreams and then awaken to his true nature as lacerta.

That day never came.

Severus became bitter and decided to flee the village to Rome. Once in Rome Severus joined the Blood of Adam, though he got mixed reception. After all, he too had the blood of dragons flowing through his veins.

Though Gaius still lives in Rome, he has been sent to the Blood of Adam headquarters in Bologna and leads the efforts to slay the lacerta which recently escaped from Rome.

Appearance

Sometimes having inhuman heritage marks a person, often in subtle ways, but in Severus' case, it was not so subtle. Severus' right eye was that of a dragon, complete with a slit pupil. As a sign of his dedication to the Blood of Adam's goals, he has had this eye cut out and now wears a patch.

Severus Gaius

Aspects

High Concept: Dragon-Born Dragon-Slayer

Trouble: One-Eyed

Other Aspects: Protector of Mankind, Unwavering Loyalty to the Knighthood, Tainted by the Blood of Dragons (species)

Skills

Superb (+5): Fight

Great (+4): Physique, Shoot

Good (+3): Lore: Occult, Provoke, Contacts

Fair (+2): Athletics, Resources, Will

Average (+1): Lore: City, Notice, Ride, Lore: Nature

Stress Tracks: physical: 4, mental: 3, reputation: 4, wealth: 3

Stunts

Dream Communion: free species stunt, see pg. 173.

Specialized Slayer (of Dragons): +2 vs. dragons when using Fight with the Attack action.

Heretical Lore: gain +2 to lore: occult when it has to do with beliefs and religious practices considered heretical by the Blood of Adam.

Tough as Nails (Fate Core): Once per session, at the cost of a fate point, you can reduce the severity of a moderate consequence that's physical in nature to a mild consequence (if your mild consequence slot is free), or erase a mild consequence altogether.

Tusco Gardesano



Tusco is a university student who had the misfortune to be in the wrong place at the wrong time, and the chain of events which transpired thanks to this has left him an amnesiac.

Tusco now wanders about confused near one of the city gates asking if anyone has seen a “Tusco Gardesano”. He doesn’t realize that he is Tusco Gardesano. He only knows that the name seems important for some reason, and he’s convinced that Tusco is someone he needs to find.

Encountering Tusco

Tusco will not be afflicted with amnesia until after a warehouse belonging to the Blood of Adam is collapsed by Prelatus (Prelatus plans to do this to the faction’s headquarters as well). Thus, it is desirable that the player characters don’t encounter him until after this has occurred; that way who he is will be as much a mystery to the player characters as it is to himself.

Recovering Memories

Slowly Tusco will begin to recover (very flawed) memories of what happened to him. He will remember collapsing a warehouse (via magic) and also (via magic) slaying a man stealthily at the same scene.

Tusco will become convinced he's a murderer and feel terrible about it. The truth is that he witnessed these things, but did not commit the acts. Because of the false memories Tusco will also believe himself to be a mage.

If further questioned about the man he killed, he will mention the man was wearing a tabard with a symbol on it of "a knight driving a sword into a dragon." This is the Blood of Adam faction's symbol.

In time, Tusco might recall what actually happened, but not for a good long while. If he is brought to the University, it is possible that people who know him may be encountered as well, but Tusco is shy and a bit of a loner.

What Actually Happened?

Tusco witnessed the Blood of Adam's warehouse being collapsed and the mage Prelatus slaying one of the members (pg. 330).

Prelatus noticed the observer and took the opportunity to set him up; he injured Tusco to the point of unconsciousness and arranged things to make it look like the injury was a result of his attack going awry.

Members of the Witchguard, while investigating the wreckage of the warehouse, found the unconscious Tusco. Tusco was brought to Ginevra herself, who used Mnemosyne's Amulet (pg. 317) to read his mind. Using the amulet Ginevra learned that Tusco was in fact neither a mage nor guilty. When Tusco eventually awoke, thanks to some combination of injury and the magical impact of the amulet he was afflicted by amnesia. He managed to slip away from the physician watching over him and now wanders confused.

Tusco Gardesano

Aspects

High Concept: Scholar in Training

Trouble: Guilty Conscience

Species Aspect: “Your Illusions don’t Fool Me, Mage”

Other Aspects: Confused Amnesiac

Skills

Good (+3): Lore: Academics (treat as average until his memory returns)

Fair (+2): Notice, Lore: City

Average(+1): Will, Empathy

Stress Tracks: physical: 2, mental: 2, reputation: 2, wealth: 2

Stunts

Specialist (history): +2 Lore: Academics when used for history.

Resistant to illusion magic: +2 vs. spells cast in the phantasm path.

Leaves of Chiaroscuro

ID
Name:
Species:
Personal Aspects
High Concept:
Trouble:
Misc:
Misc:
Misc:

Refresh	Ka

Milestones
Minor:
Significant:
Major:

Group Aspects
Mission:
Trouble:
For Mages
Oath:
Times Broken:

Skills

Superb (+5)					
Great (+4)					
Good (+3)					
Fair (+2)					
Average (+1)					

Physical Stress (Physique)

Mental Stress (Will)

Wealth Stress (Resources)

Reputation Stress (Contacts)

Consequences (General)
(2) Mild:
(4) Moderate:
(6) Severe:
(8) Extreme:
Bonus Mild (for Superb Skills)
Physical:
Mental:
Magical:
Wealth:
Reputation:

Extras

Stunts

Appendices



Appendix A: Book 1: Stunts

Skill Stunts

The Art of Attack Propaganda (Art) – pg. 124

Artistic Forgery (Art) – pg. 124

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Undying Loyalty (Contacts) – pg. 126

Dream Traveller (Lore: Occult) – pg. 127

Shield of Reason (Lore: Academics) – pg. 128

Specialist (Lore: Any) – pg. 128

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Extra Ka (Magicka) – pg. 129

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Favors Owed (Resources) – pg. 132

Savvy Salesman (Resources) – pg. 132

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Sacrificial Mount (Drive: Ride) – pg. 133

Species Stunts

Apeiron Stunts

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Earth Apeiron – pg. 145

Elemental Resistance – pg. 146

Fiery Eruption – pg. 145

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Hulking Brute – pg. 146

Master of My Emotions – pg. 145

Mist Sight – pg. 145

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Invasive Telepathy – pg. 146

Cambion Stunts

Create Cursed Object – pg. 186

Fearsome Visage – pg. 185

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Appendix E: Names

Surname Conventions to Consider

The usage of surnames is much more “wiggly” within Renaissance Italy than in, for instance, modern day USA. For a person to go back and forth between using a family surname or using their hometown or occupation as a surname is, for instance, common practice. Thus, Leonardo da Vinci is “Leonardo of Vinci”.

Surnames like so many things are rather regional, and thus the region they are most strongly associated with is noted next to the name to aid those desiring a surname from a particular region. Some surnames can be traced back to vocations instead, in which case which vocation is noted.

Surnames and Marriage in Italy

Traditions regarding whether or not people change their surnames upon marriage vary by region and also by social status. The more widespread practice is that once people marry they both simply keep their original surnames. Another popular tradition is for whoever has the less prestigious family to change their surname to that of the more prestigious one regardless of gender.

Italian Surnames		
Abiate (Florentine)	Ferraro (Blacksmith)	di Merlis (Milanese)
Arcimboldo (Milanese)	Fontana (Emilia-Romagna)	Navaro (Veneto)
Argiolas (Sardinia)	Fanton (Veneto)	Nerli (Florentine)
Barbarigo (Veneto)	Farnese (Parma)	Obizo (Veneto)
Bellini (Veneto)	Foscari (Veneto)	Rosi (Sicilian)
Brombal (Veneto)	Gonzaga (Lombardy)	Santi (Piedmont)
de Clerisis (Milanese)	Hellia (Padua)	Segni (Florentine)
Cellini (Florentine)	Loredan (Veneto)	Vazzoler (Veneto)
Destro (Veneto)	Lunati (Lombardy)	Visconti (Milanese)
Discolo (Campania)	di Mercurio (Veneto)	Zanon (Veneto)
Donato (Veneto)	Mergini (Veneto)	Zappa (Farmer)

Italian Personal Names

The following lists serve to make quickly picking a name simple.

Italian Male Names					
Alberto	Clario	Federico	Luca	Orlando	Romano
Alessandro	Cosimo	Francesco	Mario	Ottavio	Santi
Amerigo	Cristoforo	Giano	Martino	Paolo	Semelino
Antonio	Donato	Giovanni	Matteo	Pietro	Uberto
Balsamo	Dragano	Lazaro	Neri	Prospero	Vicho
Bettino	Ercole	Lorenzo	Niccolo	Raniero	Vito

Italian Female Names					
Agnella	Collete	Florentia	Loretta	Novella	Rosa
Alessandra	Cristina	Gemma	Lucia	Nucca	Sabrina
Anna	Diana	Grana	Margherita	Orabella	Silvana
Antonia	Druda	Isabetta	Maria	Pasqua	Stella
Bianca	Elizabeta	Joanna	Mella	Penina	Tullia
Caterina	Flora	Lavinia	Natalia	Rebecca	Veronica

Apeiron

Apeiron never developed their own naming conventions, and simply adhere to the customs of the local human population.

Angelic Names

Angelic names are especially popular with the nephilim.

Amongst nephilim, traditionally angelic names are neither masculine or feminine, thus, finding a nephilim woman named Michael, for instance, is certainly not unheard of. Some of these names are of Grigori, and those are marked with an asterisk.

Angelic Names			
Ariel	Gabriel	Penemue*	Tamiel*
Azazel*	Gadreel*	Ramiel*	Uriel
Barachiel	Hadraniel	Raphael	Yaoel
Beburos	Kokabiel*	Raziel	Yeqon*
Cassiel	Michael	Sachiel	Zebuleon
Dumah*	Muriel	Sariel*	Zephon

Cambion & Fiendish Names

Usually, cambion just use the same naming conventions as humans, but sometimes they take on names of a fiendish nature.

Male Fiendish Names						
Ashmedai	Belial	Forneus	Gressil	Malthus	Murmux	Samael
Balam	Corson	Gamigin	Larjaje	Mephisto	Oriax	Verrin

Female Fiendish Names					
Abyzou	Eisheth	Igrath	Lilith	Meridiana	Qodeshah
Alu	Gylou	Jezebeth	Mahalath	Naamah	

Therion Names

Therion traditionally use their own language (which is really an ancient Greek dialect) for names. When therion are born, their parents traditionally give them a name which represents their hopes for the child, or which ties into some accomplishment of an ancestor. When a therion goes through rinascita they are granted a new name by the High Serpent (for females) or The Bull (for males) which is representative in some way of who they have become.

Male Therion Names		
Alkebos (Strength)	Euharex (Good hawk)	Saurokrets (Ruling lizard)
Amyntir (Defender)	Gengnos (Begets knowledge)	Stratokles (Glorious army)
Arsenvius (Virile)	Nikomek (Victorious in battle)	Takalop (Quick fox)
Asplos (Shield of the People)	Arsenvius (Virile)	Typhos (Whirlwind)

Female Therion Names		
Aeida (Singer)	Herodema (Hero of the People)	Nikana (Victory)
Aiaklea (Glory of the earth)	Kallisto (Most Beautiful)	Ophiseu (Good serpent)
Arista (Of great spirit)	Melyko (Honey wolf)	Phosthera (Bright huntress)
Haraxea (Hawk of the dawn)	Menodora (Moon gift)	Pyluro (Fire cat)

Lacerta Names

Lacerta usually abide by human naming conventions. Even the dragons of old usually went by the names which the local humans used for them. In fact, keeping their Draconic names secret was not unusual, and it is believed the names of these wyrms in their own tongue holds some mysterious power.

Those few lacerta who do use Draconic names take them on after their rinascita. Feminine Draconic names have an odd number of syllables while males have an even number. Names always end in a consonant as well.

Male Draconic Names		
Jalakirit	Aridovar	Paraxverus
Visram	Thuruvies	Usuvirem
Velthuriax	Nesith	Volusitux
Parnix	Nisharvarux	Zalthus

Female Draconic Names		
Ambrixul	Nethires	Tiranex
Anikond	Ranasux	Tlexniax
Ariskar	Sitharex	Vodnaries
Hathisnet	Tameres	Volsarun



Appendix F: Pronunciation Guide

The following is a pronunciation guide for some of the words in *Leaves of Chiaroscuro* that are likely to be less familiar to the reader. Because there are so many variations in letter sounds a chart is given below for clarity.

A note on the names of supernatural beings: a number of such beings (celati and lacerta for instance) have names in Latin. The New-Latin pronunciation is most commonly used for the names of such beings. While still a relatively new dialect, New-Latin is growing in popularity as the language to give supernatural creatures names. Increasingly, even non-Latin words are being brought into New-Latin and given New-Latin pronunciation.

Vowel	Examples	Vowel	Examples
aa	rat, relax, cat	oh	bone, phone, note
ah	father, daughter, not	oi	boy, annoy, toy
ae	date, fate	oo	doom, tomb
eh	feather, never	ow	ouch, down, flower
ee	bleed, need	uh	flux, nut, ton
ih	bit, trip	uu	book, took
ai	die, night	y	young, yet

Consonant	Examples	Consonant	
b	bird, brat	ng	hiding, living
ch	check, chatter	p	preen, nipping
d	dance, dread	r	raptor, race, rest
f	fluffy, fight	s	city, seek
g	gather, green	sh	shiny, shadow
h	heather, harm	t	tin, letter
j	jest, joust	th	thought, thin
k	camera, cargo	`th	that, leather
l	love, left	v	vice, venture
m	mad, mammal	w	wish, wander
n	next, nut	z	zebra, zap

Word List

Word (pronunciation)

Aethereal (ee-theer-ee-uhl)

Apeiron (ah-pai-rah-n)

Asiyah (ah-see-yah)

Cambion (kaam-bee-ahn)

Celati (seh-lah-tee)

Chiaroscuro (kee-ah-roh-skoo-roh)

Condottieri (kohn-doht-ee-eh-ree)

Indicus tredecim (ihn-dih-coos treh-deh-keem)

Lacerta (lah-sehr-tah)

Mal'ak (mah-laak)

Nephilim (nehf-eh-lihm)

Qliphoth (klihf-ahth)

Rinascita (ree-nah-shee-tah)

Sephiroth (sef-ihr-ahth (Enochian) or sfih-r-oht (Hebrew))

Strafalcioni (strah-fahl-chee-oh-nee)

Thaumaturgy (thah-muh-tehrj-ee)

Therion (thehr-ee-ahn)

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*Beyond a doubt truth bears the same relation to falsehood
as light to darkness.*

- Leonardo da Vinci

Welcome to the alternate reality world of Asiyah. Here, even the most fantastic promises of the Renaissance have blossomed into realities.

Dragons soar alongside Da Vinci's flying machines, while wizards weave illusions as intricate as any of Machiavelli's machinations. Yet, under all this wonder rot grows and spreads. Noble houses and factions feud, reactionaries threaten to destroy all that has been built in this grand age.

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