

The Armageddon Clock



*A Sorcerer Setting for
Charnel Gods*

The Clock is ticking...

*...how much time remains
is up to you...*

An Overview of the Armageddon Clock Setting

Opposite the Prince's castle in the city of Praag, overlooking a cobblestone square, stands a massive astrological clock, gleaming of gold and silver and ebony and ivory, forming the façade of an ancient building, charting the sun, the moon, and the heavens, and some whisper that its blind architect created it to foretell the end of the world. Known as the City of Mysteries, Praag whose narrow alleys and streets and tall white-washed buildings wind around three hills is home to alchemists, astrologers, philosophers, artists, heretics, and a host of other madmen. It is said that the Prince delights in the wonders created by the court magicians and the automatika fashioned by the artificers while the merchant princes of that fair city plot against the Imperial Court in the distant capital city of Aramantheum.

Aramantheum is at the heart of a crumbling Empire, its fading splendor apparent to all, as beggars and dogs fight over the scraps in the streets. This city has two lords: the first is the Emperor, a man lost in the carnal pleasures particular to the elite and the High Thearch, the First of the Vigil, who rules the kingdom through Sword, faith, and ruthless determination. The heart of his power is the religious bureaucracy at the center of the city in the gilded Hall of Repose. It was this very place that the first Thearch, armed with god's own Sword, began the first watch over the deity deep in slumber in a chamber in the earth. Above the resting place a great fortress-temple was built, a great bell in its bell-tower, to be rung at the end of time to awaken the god to save his people. Faith in the Vigil, as the religion is known, spread throughout the lands under the temporal power of the Emperor and the spiritual power of the Thearchs. The phrase sums up the faith of the Vigil: One God, One Sword; One Priest, One Truth.

Yet in the monasteries on the borders, monks and wandering priests often fell to heresy, murmuring and sometimes proclaiming that there was more than one god and more than one truth. And while the Vigil suppressed such claims with ruthlessness, these heresies persisted, until today, when the others were found. It is said that champions (although others whisper they are villains or infidels) have come from the land of the gods, bearing weapons of terrible power. And there heresy spreads throughout the lands, while the Thearch's gather deep below in the catacombs directing their inquisition.

Far from those torchlit conspiracies though, is Praag. Young nobles duel over honor with rapiers and blackpowder pistol in the city's squares, merchants ply their goods through the city's colorful market places, and scholars hunch over crumbling texts, and strangers arrive, bearing both monstrous truths and weapons. And as the Empire convulses at the impending heresy and civil war, old enemies await within the forests on the borders of the Empire, their inhuman eyes greedily awaiting their time to seethe forth and swallow civilization whole.

The Sorcerers

Those who have recently appeared have been hailed as heroes, heretics, and imposters. All these appellations are wrong. You know: you've been to that nightmarish place where the gods... rest... and you have come back bearing not just the horrible truth, but the power to make the world tremble: the Fell Weapons, the weapons of the gods themselves.

Introduction

The Armageddon Clock is a setting designed for use with the **Charnel Gods** supplement for Ron Edward's game **Sorcerer** and its fantasy supplement **Sword & Sorcerer**.

In **Charnel Gods**, players take the role of ill-fated figures who paradoxically hold the life and death of the world in their hands. Bearing weapons of terrible power, one of them is fated to herald the apocalypse. Their world is dying...

The previous page featured an overview of the setting, to serve as a handout to the group of players. What follows is an annotated and elaborated write up in the setting. The original overview is presented in fragments in bold type, followed by elaborations on the material in italics. Game specific information is presented in the margin columns on the outside of the page. This space is sufficient for you to write in marginalia: changes to the setting, different ideas, places visited by the characters, or other information as you read or play through.

Credits

Written by Rev. Lepper

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<http://www.kevissimo.com/index.htm>

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...and of course, the players...
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Praag

Opposite the Prince's castle in the city of Praag, overlooking a cobblestone square, stands a massive astrological, clock, gleaming of gold and silver and ebony and ivory, forming the façade of an ancient building, charting the sun, the moon, and the heavens, and some whisper that its blind architect created it to foretell the end of the world.

The square itself is bustling, but nobody is seen within the clock's towering shadow. It is quiet, and as cold, as a grave in the shade of this towering edifice. It is ancient, some say it was constructed even before the castle opposite, by the city's first alchemist and inventor. Some say that the wizened old man who cares for the clock is its inventor, but the learned scoff at such an assumption.

Anyone with **Lore** can look at the clock and its various positions of the constellations and celestial bodies to determine the general welfare of the epoch as depicted in the lowest humanity of any of the Sorcerers. The test is Lore (or an appropriate Livelihood, Cover, Past, Origin, such as Astrologer) against the humanity of the Sorcerer with the lowest Humanity score).

Typically in Charnel Gods the only magic are the Fell Weapons, but for this setting, to reflect the wonders of the age, Alchemists can concoct potions that may provide a demon-like effect for a short period, followed by potentially lethal effects! Likewise, at moments of great celestial significance, many of the astronomers and astrologists may have the opportunity to experience a Hint with potentially mind- and life-damaging experiences.

Prince Jaromir is a man of great power and import and ably assisted by a number of ministers and advisors, although his own knowledge is quite astounding:
Sta - 2 (Hale but elderly)
Will - 4 (Keen mind)
Lore (Alchemical Wisdom) - 4
Livelihood - Prince and Alchemist 6
Humanity - 3.

His most recent interest has been in the clockwork machines that he has been funding. Others have worked on golems and impish lifeforms grown in vats, but there's been no apparent successes to date, although a number of malformed fetus-like creatures have been found floating in the sewers.

Known as the City of Mysteries, Praag whose narrow alleys and streets and tall white-washed buildings wind around three hills is home to alchemists, astrologers, philosophers, artists, heretics, and a host of other madmen.

Far from the ideology and religious dogmatism of the capital, this area has long been a beacon to those with different ideas. The mineral wealth from the nearby region has provided the city with the wealth and power to attract both wise and foolish men and women alike. Those in the city argue that it is the most learned place in the world, while those in the capital whisper that it is a court full of madmen, charlatans, heretics, and fools who would try to touch the stars.

It is said that the Prince delights in the wonders created by the court magicians and the automatika fashioned by the artificers while the merchant princes of that fair city plot against the Imperial Court in the distant capital city of Aramantheum.

The Prince of Praag is himself reputed to be a wise scholar with an interest in the Arcanica and Automatika that has become fashionable in the court. Little clockwork toys and machines are delights that thrill the citizens, but it is rumored that much larger and shocking machines are being built in workshops, such as machines that mock human speech and thought.



Aramantheum

Aramantheum is at the heart of a crumbling Empire, its fading splendor apparent to all, as beggars and dogs fight over the scraps in the streets.

It is said to have lived in Aramantheum is to have lived as both a saint and a sinner. It is the most sacred and profane of places in the world. It is here where the god lies sleeping, but also a place where the living are sold as slaves in cellar meat-markets. It is the world's spiritual center, and the sounds of chanting and the smells of incense waft from temples, yet it is also the world's political center, and people are tortured and murdered with a nod and towns burnt to the ground with the pounding of a stamp in wax.

Aramantheum Livelihoods

Beggar
Inquisitor/Invigilator
Mystic
Penitent/Flagellant
Priest or Initiate
Slave
Templar of the Order Vigilant

This city has two lords: the first is the Emperor, a man lost in the carnal pleasures particular to the elite...

Emperor Vultarin

Sta - 2 (Old injuries)
Will - 2 (Drug Addled)
Livelihood: Rule with an Iron
Fist: 4
Humanity - 2

The first Emperor was a warlord who was converted to the teachings by the First Thearch and since that time the Emperor has always ruled the Empire under the divine guidance of the High Thearch. At times the Emperor and the Thearchs have been at odds, but as the Thearch's control the bureaucracy they have gained better control over the Empire as it has sprawled ever larger. The current Emperor Vultarin is one of the few latter Emperors to have led armies in the field, but his old injuries have led him to become dependent on drugs. The drugs have altered his personality and his desires and his notorious appetites have brought the court to new depths of depravity.

...and the High Thearch, the First of the Vigil, who rules the kingdom through Sword, faith, and ruthless determination.

High Thearch Borivoj

Sta - 3 (Driven by fear and adrenaline)
Will - 4 (Complete devotion to his Faith)
Lore - 5 (The Inner Truths of Vigil Doctrine and Mind-Shattering Visions of the Apocalypse)
Humanity - 2

The current High Thearch Borivoj has become unhinged, swinging wildly between fanatical and depressed, it is said his sleep is deeply troubled. Countless nights he has awoken in screams, only to cry out for his assistants, who spent the rest of the night sending out frenzied missives to far-flung monasteries and retreats or searching ancient and moldering volumes for a phrase the High Thearch is seeking.

The heart of his power is the religious bureaucracy at the center of the city in the gilded Hall of Repose.

The First Thearch designed the Hall of Repose with a specific purpose – to control the Fell Weapons and he used all his considerable occult knowledge to imbue the locale with this power. All rituals carried out at this locale have a +1 die bonus in the Sorcerer's favor, except for Contain which receives a +2 dice bonus.

The Hall of Repose is a massive cathedral housing the church bureaucracy as well as its most sacred texts. Its towers are the tallest in the world, and its grounds occupy a considerable portion of the city. It is truly a marvel of architecture and design, and the greatest art of the world is housed within. It is said that the place was designed by the First Thearch and that nothing has been added beyond his original plan.

It was this very place that the first Thearch, armed with god's own Sword...

The First Thearch was a mighty warrior who wandered into the Charnel Fields and came back with the first Fell-blade in this epoch. The experience opened a thousand doors in his mind and occult knowledge never seen before or after in this epoch was his. However, he discovered that he had the power to end the world within his hands, and surrendered that power and locked the Fell Blade away for the sake of Humanity. The First Thearch is revered and his prodigious writings and warnings form the foundation of the religion he created: the Vigil (also known as the Faith).

The First Sword:

Tesnohledek, Fell-weapon
Sword, Tell-tale: Blade (and its wielder) shimmer with an intense inner light. Other attributes: To be determined by GM.

...began the first watch over the deity deep in slumber in a chamber in the earth.

The First Thearch, armed with the Sword, became aware of a god's body within this world, buried deep within the ground. The Hall of Repose was constructed over the divinity and today the body still lies there. The First Thearch could never be certain if the being is still alive, but the followers of the First Thearch are convinced that the god is still alive.

One of the mysteries of this epoch is whether or not this god is dead or slumbers.

Above the resting place a great fortress-temple was built, a great bell in its bell-tower, to be rung at the end of time to awaken the god to save his people.

The Vigil, as the religion is known, reflects their waiting over the god for its time to awaken. A small sacred cadre tends to the colossal god's needs, lighting candles within the giant chamber and watching intently for the god to awaken. It is believed that at the Vigil's greatest need, the bell above will awaken the god below to come to their needs. The common folk though have been told that the bell will ring to announce the awakening of the god. In truth, the bell will only ring at the end of the world, when a Sorcerer becomes a Charnel God.

Faith in the Vigil, as the religion is known, spread throughout the lands under the temporal power of the Emperor and the spiritual power of the Thearchs.

The Empire exists to spread the influence and reach of the Vigil so that they can carry out their secret project. A portion of the Imperial bureaucracy is filled with priests of the Vigil, and many of the finest Imperial soldiers are invited to serve in the Vigil Militant, the Faith's martial order and the most respected military group in the world.

The phrase sums up the faith of the Vigil: One God, One Sword; One Priest, One Truth.

All the Thearch's and their most trusted advisors have studied the secret writings of the First Thearch and have some knowledge of the Fell-weapons, and thus they all have a Lore skill. All the Invigilators within the Inquisition have Lore skills and are knowledgeable of the Contain ritual.

Nearly everyone with the Empire is a follower of the Vigil, awaiting for their god's awakening. However, the Vigil has another purpose, one unknown to all but a handful: they are to remain vigilant for the appearance of other Fell-weapons that may appear in the world. A small handful of sub-sects exist purely for this purpose, the most notorious being the Invigilators, the elite of the Inquisition. The entire Faith exists to support the efforts of this small group.

Yet in the monasteries on the borders, monks and wandering priests often fell to heresy, murmuring and sometimes proclaiming that there was more than one god and more than one truth.

Typical Sword-Monk

Sta - 4 (Body Forged in the Fires of Religious Doctrine)
Will - 3 (Their Will is the Thearch's Will)
Past - 4 (Paragon of Flashing Blade Artistry - when armed with a sword, their training increases their Past by +1)
Appearance: Steel Vambraces and Greaves with which they parry weapons and flowing brown robes and an intricate surcoat that details their level of training.

The Vigil has rigidly adhered to its doctrine, yet as the end of the epoch nears, their efforts become more frantic. Those who cross over into the Charnel Fields discover that there is more than one god, and yet realizes the very fate of the gods. The very existence of dead gods challenges the Vigil and suggests that god beneath the Hall of Repose may very well be naught but a bloated corpse. The appearance of other Fell-weapons calls into question the truth of the doctrine: One God, One Sword; One Priest, One Truth. It is in the distant monasteries that other truths appear. While the Order of the Sword Monks may still be loyal to the Thearchs and bolster their troops with their own formidable and accomplished monks, other orders

that explore the metaphysical have veered from the dogma of the center.

And while the Vigil suppressed such claims with ruthlessness, these heresies persisted, until today, when the *others* were found.

In the past the Order Inquisitor and the Order Vigilant were able to suppress word of other Fell-weapons and to even ritually contain a few, but rumors abound that a number of other Fell-weapons have been appearing throughout the Empire and beyond its borders. Many dream of a single sword, contained deep within the earth, that beckons to them to draw it and seize the power that the First Thearch rejected.

It is said that champions (although others whisper they are villains or infidels) have come from the land of the gods, bearing weapons of terrible power.

Enter the player-characters (and possibly their rivals).

And there heresy spreads throughout the lands, while the Thearch's gather deep below in the catacombs directing their inquisition.

Ultimately the means of the Thearch's is at odds with their desires – they want to save the humanity but will risk their own in their desire to destroy the Fell-weapons and maintain the doctrine of their faith. Even as the fabric of the Empire crumbles, Inquisitors and Knights Vigilant ride forth throughout the lands, bearing swords and instruments of torture, leaving terror and broken bodies in their wake.

Far from these torch-lit conspiracies though is Praag.

While Praag is distant from the capital and the machinations of the Thearch's and their servants, it is where the end of the world will begin. Its liberal atmosphere and the heresies bubbling beneath the surface is inviting to those who find the Fell-weapons.

Order Inquisitor

Sta - 3 (The Gaunt Aspect of Death)

Will - 4 (Hell Hath No Greater Foe)

Past - 4 (Rapist of the Mind and Soul)

*If an **Invigilator**:* Lore - 1 (Inklings of the Apocalypse - if used for the Contain ritual their skill rises to their Will)

Appearance - Black tunic, trousers, vest, and great coat as well as a wide-brimmed hat and a whip for Special Attack - Non-lethal) A black case containing instruments of suffering.

Knight of the Order Vigilant

Sta - 4 (Battle-hardened)

Will - 3 (Zealous Defender of the Faith)

Past - 4 (Knight Templar)

Appearance - Typically wearing black and red colors and a steel breastplate (As per Armor) and carrying a Greatsword if on foot, a Longsword if mounted.

Against an unarmored opponent, a **rapier** offers a +1 weapon bonus.

Blackpowder Weapons:

Dueling Pistol: Same as a Small Handgun. In a pistol duel, the more ornate and expensive pistol offers a +1 bonus.

Blunderbuss: Same as a Rifle.



Praag Livelihoods

Alchemist
Artisan
Charlatan
Chemist
Court Astrologer
Duellist
Gypsy
Merchant Prince
Spy
Street Urchin
Tinkerer

Young nobles duel over honor with rapiers...

The only ones allowed to wield swords are the clergy of the Vigil. All others are forbidden to use any swords – but rapiers do not meet the traditional definition of a sword and in the last twenty years young nobles and the merchant class have taken up dueling and the possession of rapiers as a sign of their growing power and influence. Praag itself has become the capital of dueling with the most famous dueling teachers and half a dozen rival schools of fencing.

...and beautiful hand-crafted blackpowder pistols in the city's squares,

And blackpowder firearms are a product of the alchemy practiced in Praag. The use of cannon and firearms has dramatically increased the power of Praag's armies. Nearby cities and towns have quickly allied with Praag and clamor against the capital. Many have refused to give tribute, and war seems to be brewing between proxies of the two factions. But so prevalent is gunpowder that many of Praag's young rakes have taken up master-crafted pistols as a status symbol.

...merchants ply their goods in the city's colorful market places,

While Aramantheim is the political and spiritual capital of the world, Praag has become the commercial and mercantile capital. Its nearby mines provide it with considerable mineral wealth and the trade up and down the river gives it extensive power throughout the region. The six Merchant Princes of

Praag together wield considerable power and even the Prince of Praag listens carefully to their needs. Many believe that it is the Merchant Princes at the forefront of the sedition against the capital of the Empire.

...and scholars hunch over crumbling texts...

While the Hall of Repose has considerable knowledge, much of it has been shaped by the edicts and ideology of the First Thearch. Yet in Praag, none are bound by such constraints and their discoveries have become quite controversial, and many are afraid to speak out publicly about their philosophies, still fearing the Inquisitors that have appeared again on the streets of Praag.

The most feared of the Inquisitors are the order known as the *Invigilators*. They have both agents that have infiltrated the court while they themselves play a public role at reasserting church authority.

...and strangers arrive, bearing both monstrous truths and weapons.

There are those carrying marvelous weapons who have been seen in the livery of the Merchant Princes.

And as the Empire convulses at the impending heresy and civil war...

To the south, two proxy cities have come to blows over the pretext of a boundary dispute, but in truth it is a clash of ideologies. After a quick victory on the battlefield, the allies of Praag have besieged their rival city, and great siege cannon have been dug into emplacements around the city, and many believe it is a matter of days before the city falls and the Empire will be shaken as the power of the Empire is openly challenged.

...old enemies await within the forests on the borders of the Empire....

Beyond the fertile farmlands and tamed countryside lies a great expanse of wood populated by savages. Ignorant of the Faith, they raid and pillage the lands, and to halt this, the Empire has built fortresses along the treeline and carries out

Forest Wildman Warrior
Sta - 3
Will - 4
Livelihood: Inhuman
Berserker - 3
Humanity: 2

campaigns deep within the murky forests, carrying on a feud hundreds of centuries old. In his later years, the first Thearch joined the Empire's army on a crusade to the north in a remarkable campaign where the forests were uprooted and the villages of the savages raised, with the captured savages nailed to the few trees still standing amidst the smoking ruin. The campaign only ended when a leader of the savages known as der Skaul slew the aged Thearch in combat and drove the Imperial legions south. Since then, these wildmen have named their greatest leader der Skaul and the atrocities continue on both sides.

...their inhuman eyes greedily awaiting their time to seethe forth and swallow civilization whole.

The powers of this fell weapon, der Skaul is left to the GM to create as an appropriate foil or tool for the players and their characters.

Those dozens of tribal warriors who have eaten souls have acquired the power of the Sorcerer to channel their Will to overcome injuries. Those who have merely drank the blood have become something less than human – they lose a point of humanity but gain a point of Will.

The truth of der Skaul is different, it is not a title of a leader, but the name of an object. The first Thearch journeyed north when he sensed the existence of another fell weapon – der Skaul. The aging First Thearch met with der Skaul's wielder on the field of battle and as the Thearch attempted to break the binding, he was slain in combat and his body mutilated. Der Skaul has continued to be a source of power and infamy among the forest tribes. Its most recent wielder, adopting the traditional name of der Skaul has brought great power and tragedy to the forest tribes: he has slain a great Nameless one that haunted the woods, and in his victory him and his warriors devoured the heart of the Nameless one to acquire its power, and they have been transformed. With the power they have gained, they have converted, sometimes with force the other tribes. Those who have partaken of the feast, drinking the potion adulterated with the blood of the Nameless one turn pale, with some taking on almost albino features, and all have their eyes clouded over with a pale white mist. The forest peoples, with their new power, have again turned their eyes to the south, and it is only a matter of weeks before hordes of pale warriors, drunk on the blood of a monstrosity sweep over the unsuspecting communities to the south.



Appendix: Places & People

The Prinz Josef Bridge

Spanning the river that cuts through Praag are a series of bridges, but one is the most beautiful and prominent of them tall. Crafted from etched red and white bricks is the Prinz Josef bridge which links the city's main market square on the south-east side with the road that approaches Praag's main square opposite the hill that Praag Castle stands. Prinz Josef bridge is also known as Princes Bridge, since statues of the city's princes line bridge at regular intervals, their somber and sorrowful faces silently judging those who walk along the bridge.



Praag Castle

In contrast to the cathedral it embraces, Praag Castle with its white walls and red stone tile roofs is a pleasure to the eyes. Climbing ivy with its stunning blooms creep along its outside, and small angelic figures gilt in gold and silver play along the eaves of the building. For centuries its many rooms lay dormant, but with the rise of the Praag court many nobles and thinkers have arrived, seeking the patronage of the Prince of Praag. It is said that the wonders of the court have no rivals, many amazing inventions have been demonstrated in the court and great poets have performed some of the greatest works before this admiring audience. Yet great conspiracies are afoot here as well, ambitions have awakened and many come to court armed with whispers and intrigues.

Praag Cathedral

Nestled within the walls of Praag Castle are the myriad spires of Praag Cathedral. Some of the city's more fashionable artists consider this towering, winding, gargoyle-pocked black Cathedral a grotesque testament to religious sentiments. Built as an elaborate monument upon the death of the First Thearch, it is an anguished and imposing building, rivaling only the Hall of Repose in its artistry. It is said that its architect was driven mad upon the death of the First Thearch and lived only long enough to design the cathedral before he committed suicide off of the Prinz Josef bridge.

The Puppet Maker

On a winding alley behind Praag Castle and Praag Cathedral stands a small, dark, and crowded small toy-shop and its master craftsman, Jaroslave the Toymaker. While a vast array of wooden toys lie on shelves and hang from ceilings, his specialty is a marionettes. Although few know of his shop, many at the court have individually found themselves in the shop, commissioning their own marionettes.

The Thaumaturge

Jakob Belohlavic is one of the oldest practitioners of “magic” in Praag. While most hail themselves as men of science and adopt the title “alchemist” to demonstrate their new and modern approaches, Jakob adheres to an earlier title, one steeped

The Opium Den

Not far from Aramantheum are the great plantation farms owned by the Emperor, administered by the nobility that cling to the Emperor like leeches. While these provide much of the food demands of the capital, many of the nobles have switched their production over to the bright blue flowers that produce the opium drugs so widely consumed now within the capital. The craving for the “blue emotion” as the drug state is now known is spreading widely through the Empire, and has reached the city of Praag. While many of the mystics and

Jaroslav the Toymaker

Sta – 1 (Elderly with a weak heart)

Will – 5 (Seeks Perfection in Form)

Lore – 1 (Had a Glimpse of Something Greater and More Terrible than Humanity)

Livelihood – 5 (Master Toy Craftsman)

Imbued with his Lore, the marionettes have a modest power. When one holds the marionette, with a Lore test they may be able to get a sense of the state of mind of the person the marionette resembles. If the Marionette is crafted after someone who has a Lore skill, a Lore test versus the Humanity +1 of the person the image represents will reveal their level of humanity.



seers of the court partake of the Poppies, the poor indulge in it as well, and there is an increasing number of people with the tell-tale blue-tinted lips, hunched over in alleys or staring numbly in the distance. This community of drug addicts is focused on a riverfront boarding house that has become a drug den in the last year, run by Mother Strognoy, a fierce but calculating woman, this opium den continues to provide its poison to the desperate.

There is nothing extraordinary about the clocks, unless a Fell-Weapon Bearer enters the shop. If anyone with less than Humanity 3 enters, the clocks will reflect their entry – they may all chime at the same time, the clocks may freeze up, or the hands may move in reverse, or the broken and half-assembled clocks in the workroom may start function while the Fell Bearer remains.

The Clock Maker

Praag's artisans are unrivalled, and it was in Praag that the mechanical clock was first invented and all mechanical clocks within the Empire and out come from Praag, whose Clockwork guild has a monopoly on the clocks. While not the most powerful or influential in the guild, Master Vaclav is certainly the most accomplished of the clockmakers. While famed in skill but modest in ambitions, many of his apprentices have moved beyond the trade and now construct automatika in the court of the Prince, Master Vaclav is content to merely construct the finest clocks imaginable.



The Asylum

The Vigil has always dealt with those who acted different in a peculiar manner – after being interrogated by the invigilators, they were either executed, imprisoned, or welcomed into the Faith as mystics. As yet another act of resistance to the influence of the Vigil, the enlightened Prince of Praag has insisted that a new and scientific means of caring for the mentally ill be instituted.

So on a nearby hill, in an abandoned monastery of the Vigil, the Praag Asylum has been created to care for unable to do so for themselves. A routine has been instituted, and its well-tended grounds are there to soothe and give peace to the disturbed individuals. While the intentions of all involved were good, recent rumors about the Asylum have proved troubling...

Our own actual play threads

As can be imagined, in our own session the world met a grisly end, and part of the actual play can be found in these threads:

<http://forum.rpg.net/showthread.php?t=134245>

<http://www.indie-rpgs.com/forum/index.php?topic=11472.0>