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Character Creation

1. Character Backgrounds (page 18)

Character Backgrounds (D10)
1. Involuntary Lucid Dreaming
2. Sleep Paralysis
3. Born Into It
4. Near Death Experience
5. Bookworm
6. A Past Life
7. Seance Gone Wrong
8. Bad Trip
9. Haunted
10. Cursed

2. Attributes (page 13)

Primary Attributes:

- **Strength** (STR)
- **Dexterity** (DEX)
- **Constitution** (CON)
- **Will** (WIL)
- **Intelligence** (INT)
- **Charisma** (CHA)

Attributes start at 10 and range from 1 to 20. Distribute 20 points among them.

To pass Attribute Tests, roll under the stat on a D20. A 1 always fails.

Secondary Attributes:

- **Health Points** (CON x 10). Restore 10 daily. At 0, the character dies.

- **Sanity** (INT x 10). Restore 10 Sanity after one week without Sanity loss or for completing specific actions. If 25 Sanity is lost before recovery, roll on the Trauma table below. At 0 Sanity, the character dies.

- **Vril** (WIL x 10). Restore all points daily.

- **Soul Points** ((INT + WIL) x 5)—act as astral HP. Restore SP after each mission or expedition—in the Astral or Physical plane. At SP 0 in the Astral, return to the Physical plane losing 1 point from a random Attribute. Reducing SP to 0 in the Physical plane results in death.

Traumas (D6)

- 1 - Anxious:** Lose D6 Sanity
- 2 - Nervous:** -10 to all combat rolls next mission
- 3 - Overwhelmed:** Lose D10 Sanity
- 4 - Reckless:** Next mission, test WIL when encountering enemies or always attack
- 5 - Catatonic:** Spend one week unable to take any actions
- 6 - Broken:** Next mission, lose 1 Sanity for each failed roll

3. Skills (Page 15)

Skills range from 1 to 100 (percentile value). Distribute 250 points, increasing skills to a maximum of 50.

Pass Skill Checks by rolling under the Skill with a D100. A roll of 96+ always fails.

Increasing Skills: Using a skill five times grants a skill-up roll: Roll D100 above the skill's value to permanently increase it by 1%. Combat skills get a skill-up roll every **five** combats they are used.

Combat Skills

Carbine (DEX)
Dodge (DEX x 2)
Find Cover (DEX x 2)
One-Handed Melee Weapons (STR + DEX)
Parry ((STR + DEX) x 2)
Pistol (DEX)
Psychic Offense (WIL x 2)
Psychic Defense (WIL x 2)
Rifle (DEX)
Throw (STR + DEX)
Two-Handed Melee Weapons (STR x 2)
Unarmed (STR + DEX)

Non-Combat Skills

Alchemy (0, not upgradable during character creation)
Appraisal (0)
Astral Knowledge (0)
First Aid (0)
Linguistics (0)
Lock Picking (DEX)
Magical Liturgy (10)
Meditation (WIL)
Occult Knowledge (10, not available for skill-up)
Perception (20)
Persuasion (CHA x 2)
Sneaking (DEX x 2)
Technology (0)

Time page 32

New characters start on a Monday with a New Moon.

Each activity takes a full day, each moon phase lasts two full days.

Activities include: Performing a ritual, visiting the Omphalos (getting missions, conducting commerce, etc.), visiting a location (exploring a rumor, completing a mission, etc.), visiting the Astral and resting to let time pass.

Associations					
Planet	Week Day	Metal	Gemstone	Color	Incense
☾ Moon	Monday	Silver	Pearl	White	Camphor & Sandalwood
♂ Mars	Tuesday	Iron	Red Coral	Red	Pine & Coriander
☿ Mercury	Wednesday	Brass & Bronze	Emerald	Orange	Lavender & Fennel
♃ Jupiter	Thursday	Tin	Yellow Sapphire	Blue	Cedar & Hyssop
♀ Venus	Friday	Copper	Diamond	Green	Rose & Violet
♄ Saturn	Saturday	Lead	Blue Sapphire	Purple & Black	Myrrh & Cypress
☼ Sun	Sunday	Gold	Ruby	Yellow	Cinnamon & Saffron

Rituals page 34

• First Pact – Gaining Favor

† Successfully complete the appropriate Summoning Ritual.

† **Solomonic method:**
Requires no extra rolls, gain ½ the spirit's boon.

† **Sternian method:**
Requires Persuasion Check, gain full boon or fail Ritual.

† Only one boon may be active at a time.

• Second Pact – Evocation

† Successfully complete the appropriate Summoning Ritual.

† Requires a Scacul to bind the spirit (page 39).

† **Solomonic method:**
Will test bind it to the Scacul—new Will test for each subsequent request. If you fail, the spirit doesn't manifest and a day must pass before trying again.

† **Sternian method:**
Will test and Persuasion check to seal the pact, guaranteeing all future attempts to call upon the spirit.

† Each time you bind a spirit, allocate the Vril required to control that spirit. If you have insufficient Vril available, complete a Ritual of Release to free a previously bound spirit (page 38).

• Third Pact – Invocation

† Successfully complete the appropriate Summoning Ritual.

† Bind the spirit in question for a number of weeks equal to its Rank.

† Pass a Meditation check.

† Successfully completing an invocation causes you to lose 20 Sanity.

† You will need to perform a weekly “refresher” ritual: Pass a Meditation check while burning the appropriate incense.

† Once you have invoked a spirit you gain access to spellcasting and suffer stat and skill changes.

† The three distinct levels of invocation must be completed in order: *Ibbur* (joined with a vestige), *Vessel* (communion with higher spirits such as angels or demons), *Avatar* (conduit of the gods).

- **Spirit Ranks (page 35)**

- † Spirits are ranked in difficulty from 1 - 5.
- † Persuasion checks to negotiate with a spirit are reduced by 10 x the spirit's Rank.
- † The Vril required to bind a spirit to a Scacul equals its Rank x 10.

- **Alignment (page 35)**

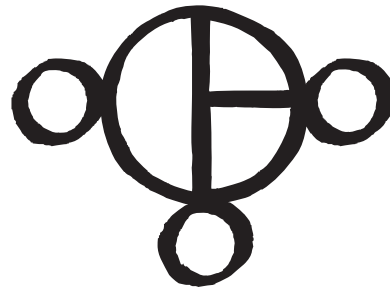
- † All characters, spirits and organizations tend toward Order, Chaos, or Neutrality.
- † Characters start Neutral (0), gaining Order or Chaos points through specific actions.
- † The limits are 100 Order or 100 Chaos.
- † A character's alignment influences summoning rituals. Summoning a spirit sharing your alignment adds ½ your alignment points (rounded down) to Persuasion checks. Summoning a spirit of the opposite alignment subtracts ½ your alignment points (rounded down) to Persuasion checks.
- † Unnecessary murder grants 1 Chaos point per victim.
- † Solomonic interactions grant 1 Order point, Sternian methods grant 1 Chaos point.

- **Melding with a Spirit (page 36)**

- † Complete the Ritual of Melding (page 40).
- † Requires shared alignment and one uninterrupted month invoking it.
- † Success grants the ability to innately cast the spirit's spells.
- † Stat changes resulting from invocations (both positive and negative) become permanent.
- † Failure severs your connection with the spirit, which will immediately leave your body causing you to lose 50 Sanity.

- **Performing Rituals (page 37)**

- † Your **Ritual Knowledge** level must match the Ritual Difficulty level: To attempt a level 2 ritual, your Ritual Knowledge must also be level 2.
- † Successfully completing a ritual grants 10 Ritual XP.
- † Spend 100 Ritual XP to advance your Ritual Knowledge 1 level.
- † You may only learn rituals with a level equal to or below your Ritual Knowledge level.
- † Whether a ritual is successful or not, all materials involved (except the robes and magic tools) are consumed.
- † All vestiges may be summoned with the Standard Summoning Ritual. Angels require the Angelic Summoning Ritual and demons the Demonic Summoning Ritual. Deities have unique summoning rituals that must be learned individually.
- † Some entities (and *all* deities) require a variation of the Standard Summoning Ritual as indicated in their description. These specific summoning rituals have a unique, rare ingredient that must be used. Once you learn the modified ritual, perform the summoning ritual for the spirit's type while adding the rare ingredient to the materials involved.
- † All rituals require spending Vril.



Alchemy page 42

- * All alchemical formulae require a character to have a minimum value in the Alchemy skill.

- * Characters start with no points in Alchemy.

- * Finding an Alchemy Treatise increases your Alchemy skill by 2, up to a maximum of 40.

- * Creating formulae or ingredients requires an alchemical laboratory.

- * Crafting Basic Ingredients requires at least 10 in the Alchemy skill. Each dose costs 1 unit of Alchemical Supplies.

- * Each day, you may consume 1 of any Alchemical Formula, and 1 *Salamander's Gift*.

Spellcasting page 46

Spells become available by invoking or melding with a spirit.

Some spells require an incantation, a mudra or reagents to be cast.

Casting somatic spells requiring a mudra in combat causes the character to drop anything in their hands. Retrieving items takes one round.

In the Astral planes, casting spells does not require the help of a spirit, incantations, mudra or reagents.

Spell Disciplines

The different spell disciplines are:

Astral • Control • Environmental • Folk • Offensive • Protective • Restorative

Each spirit has an affinity with certain disciplines.

Each discipline is treated as a separate skill requiring study and practice to improve. Increase your proficiency with disciplines using skill-up rolls.

While casting a spell with the help of a spirit, use its skill value for the spell and add its skill to your own.

Astral spells are learned in the material plane and may only be cast in the Astral.

Combat page 55

Roll for initiative (D20).

Winning the first initiative roll gives you a chance to avoid combat. Roll a Sneaking check minus the enemy's Awareness.

Surprise: If you win the first round of initiative by 5 or more you may perform your first attack with a bonus of +20. If you lose the first round of initiative by 5 or more you suffer -20 to your defense for that round.

In the engagement round, consider the combatant's weapons:

- Melee vs melee: No advantage to either side.
- Ranged vs ranged: No advantage to either side.
- Melee vs ranged: Ranged combatants get a free shot while melee combatants approach. The rest of the fight is melee vs melee.

† Ranged combatants swap to a melee weapon (if available) while the melee combatant approaches, so no actions are lost swapping weapons.

† Offensive spells are neither melee nor ranged.

† Enemies don't roll for attacks, the player rolls to defend.

† Parrying grants a free counterattack (½ damage).

† In the Astral, all combat is melee vs melee—SP is damaged instead of HP. Astral combat is unavoidable and it is impossible to sneak past enemies.

Conditions And Other Effects

Bleeding: deals 1 HP/round. Weapons dealing maximum damage imposes Bleeding. Pass a First Aid check to stop Bleeding.

Burning: Deals 5 HP/round for D10 rounds.

Chilled: -10 to all actions and afflicted loses all initiative checks—test CON to recover after the first round. If failed, re-attempt each round until success.

Poisoned: Afflicted loses 1 HP/round until healed. CON test after the first round to recover. If failed, only curable with a spell or an antidote (including some artifacts).

Stunned: Combatants who lose 25+ HP in one attack lose their next turn. **Omphale's Embrace does not count towards this total.**

-30 to all combat actions or sight-related skills **in the dark** without special powers or equipment.

While exploring a site you may only attempt to remove 1 condition.

Critical Success And Failure

Critical successes happen on a roll of **10 or below**, and failures happen on a **96+**.

Critical failure on a defensive skill results in taking maximum damage.

Critical success with a Dodge wins the next initiative and grants +5 to your next attack.

When critically failing an offensive skill, deal no damage and drop the weapon. Spend the next round recovering it.

When you critically succeed an offensive skill, deal maximum damage.

These rules only apply to combat-related skills (including combat Talents), not to spells.

Locations and Activities page 58

Expeditions and missions occur at a specified **sites**. Each site has a random number of places of interest called **locations**. Begin at an entry point.

To start exploring a site, choose a direction and randomly determine the layout and contents.

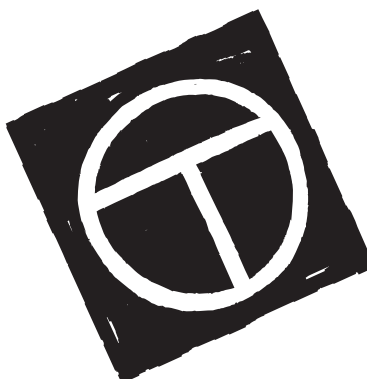
Sites (D6)

1 – Abandoned Complex
2 – Ancient Ruins
3 – House
4 – Museum
5 – Sect's Sanctum
6 – Sewers & City Tunnels

Locations have a percent chance of each type of **Challenge** occurring.

- Enemies
- Events
- Discoveries

Upon entering a location, **roll D100** for each Challenge type as listed in the three numbers after each location.



Abandoned Complex
Main Entrance (1) 60/40/20
Hallway (D10+5) 60/20/--
Warehouse (1) 50/50/50
Office or Room (3D6) 50/50/50
Rec Room (D10: 1-5 no Rec Room, 6-10 one Rec Room) 50/50/50
Parking Lot (1) 40/50/30

Ancient Ruins
Entrance (1) 50/50/20
Ancient Hall (D10) 50/50/50
Pathway (3D6) 60/20/--
Burial Pit (D10: 1-5 no Burial Pit, 6-10 one Burial Pit) 30/60/60
Chamber (D10) 50/50/50
Forked Path (D4) 60/20/--
Library (D10: 1-5 no Library, 6-10 one Library) 50/40/70
Ritual Chamber (D10: 1-5 no Ritual Chamber, 6-10 one Ritual Chamber) 60/50/60

House
Entrance (1) 50/50/20
Attic (D10: 1-5 no Attic, 6-10 one Attic) 50/30/60
Library (1) 50/40/70
Dining Room (1) 50/50/50
Bedroom (D10+3) 50/50/50
Kitchen (1) 50/30/40
Study (D10: 1-5 no Study, 6-10 one Study) 50/50/50
Hallway (D6) 60/20/--
Cellar (D10: 1-5 no Cellar, 6-10 one Cellar) 50/50/50
Living Room (1) 50/50/50
Yard (D10: 1-5 no Yard, 6-10 one Yard) 50/20/40

Museum
Entry Hall (1) 50/50/20
Lobby (1) 60/40/30
Administrative Office (2) 50/20/60
Exhibit Hall (3D6) 50/30/50
Hallway (D6+5) 60/20/--
Security Office (1) 60/50/60
Archive (1) 50/50/80.

Sect's Sanctum
Entrance (1) 50/50/20
Alchemy Lab (1) 50/50/70
Library (1) 60/40/70
Ritual Chamber (D6) 80/30/30
Hallway (D6) 60/20/--
Inner Sanctum (1) 70/20/70
Living Quarters (D10) 70/50/50.

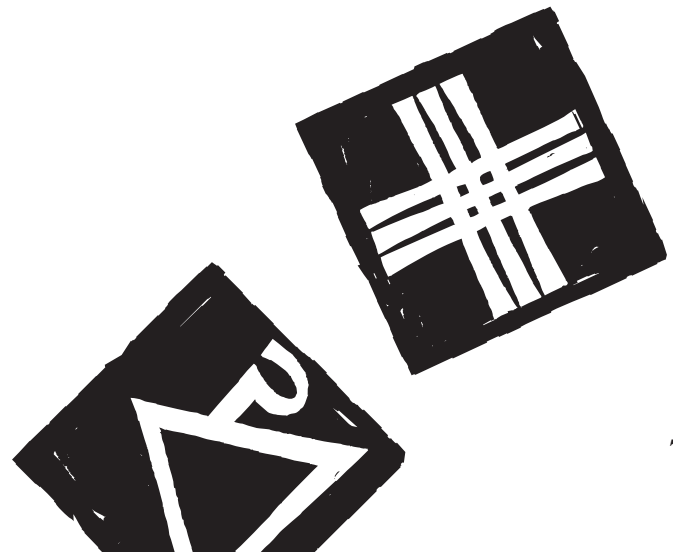
Sewers and City Tunnels
Underground Access Point (1) 50/50/20
Ascending Tunnel (2D6) 60/20/--
Descending Tunnel (2D6) 60/20/--
Catacombs (D10: 1-5 no Catacombs, 6-10 two Catacombs) 50/50/50
Natural Cave (D10: 1-5 no Cave 6-10 one Cave) 50/50/20
Forked Tunnel (D3) 60/20/--
Drained Sewage Collector (1) 60/20/20
Ancient Cellar (D10: 1-5 no Cellar, 6-10 one Cellar) 50/50/50
Abandoned Subway Station (1) 70/40/50.

Enemies

- Resolve combat (if enemies are present) before Events or Discoveries.
- Determine if the combatant is normal, or of a more difficult type: **(D6: 1-4 regular, 5-6 Veteran)**.
- Combat started from an Event or Discovery cannot be avoided.

Scenarios

Scenarios occur when you choose to follow rumors and tips, taking you to random locations with a specific goal. To gather rumors, roll on the Scenarios table (page 61). You fail if you cannot complete the Scenario.



Exploring the Astral

- * To enter, pass a Meditation check or use a Potion of Astral Travel.
- * Name the area using the Astral Region Name Generator (page 97).
- * Summoning a spirit requires its name and sigil. Learn one from a grimoire, and the other by traversing the Astral and defeating the spirit or by searching other grimoires.
- * Defeating a spirit in the Astral rewards you with its boon without a Persuasion check for its first summon.

* Each Astral Region has **10 + D10 Stages**. Each stage has **D4 Options**. Roll for each Option: (**D6: 1-2 Event, 3-4 Enemy, 5-6 Discovery**).

- † The first Stage only has one option, determined as usual.
- † Choosing an Option collapses the others.
- † Upon reaching Stage 10, regain ½ your SP.
- † Your goal is in the last Stage: Face the Ancient Spirit (see page 136) and acquire what you seek by defeating it in combat.

* Remember: Dying in the Astral returns you to the Physical plane, and reduces a stat by 1 *permanently*.

The Omphalos

Upon arriving at the Omphalos, roll on the Daily Events table (page 108).

- † Roll D10 for each Order. A 7-10 indicates their representative is present.
- † You may then trade, use the facilities, complete an Order Mission or roll on the Scenarios table (page XXX).
- † The official currency of the Omphalos is the **Obol (ø)**.
- † Items sell for half price but you may sell items for their full price by passing an Appraising check for each item or batch of ingredients.

Order Missions

- † Roll daily on the Order Missions table (page 120) once for each organization present.
- † Completing an Order's mission grants 150 Favor with that Order and 500ø.
- † Failed missions cannot be replayed—lose 50 Favor and return to the Omphalos the next day for a new mission.
- † When returning to the site's entrance after completing a mission, roll in each cleared location (D10: 1-2 encounter an enemy). Roll on the Physical Encounters table, normal site restrictions apply.

Some missions are completed by searching a site for a randomly placed goal. Each location, roll D10+X where X is the number of locations searched and check the result against the mission's target number. Matching or exceeding that number, or exploring the final location will result in finding the goal.

You may refuse a mission. Refusing three consecutive missions from the same Order reduces your Favor with them by 200.

- † At -500 Favor spend double the Favor required to get back to 0.
- † At -1,000 Favor you become *persona non grata* and are no longer invited to complete missions for them.

Going up the Ranks

- **Rank I – Apprentice:** 600 Favor
- **Rank II – Scion:** 1,800 Favor
- **Rank III – Evocatus:** 3,200 Favor
- **Rank IV – Elect:** 4,800 Favor
- **Rank V – Master:** 6,400 Favor

Increasing Rank in an Order grants you Order specific Talents (page 115).

To achieve Rank V within any Order you must gather the required Favor, have at least 80 in Occult Knowledge, and pledge exclusivity to that Order.

Foes & Adversaries

Physical Encounters (D20)

1 – Agent of the Pact
2 – Ancient
3 – Bhuta
4 – Curator
5 – Daeva
6 – Failed Chimera
7 – Golem
8 – Guard
9 – Guard Dog
10 – Hinn
11 – Hunter
12 – Ichorite
13 – Orisha Agent
14 – Rogue Mage
15 – Sect Adept
16 – Street Thug
17 – Vessel
18 – Vlukodlak
19 – Vodou Zombie
20 – Yokai

Astral Encounters (D8)

1 – Deity
2 – Egregore
3 – Elemental
4 – Fae
5 – Illuh
6 – Lost (dreamer, astral traveler, adept)
7 – Spirit
8 – Vestige



Ancient and Veteran Enemies

In both the Astral and Physical planes, roll each time you encounter an enemy to determine if it is more powerful than usual (D6: 1-4 normal, 5-6 Ancient or Veteran enemy).

Ancient and Veteran enemies use their normal profile but apply stat modifiers (page 126) and require rolls on the Ancient Traits or Veteran Traits table to determine special powers or skills.

Choosing Enemy Weapons or Spells

These guidelines apply to most situations but some enemies have specific abilities and spells which always supercede.

† Enemies use the situationally appropriate weapon (i.e. a gun at range, a knife in melee).

† Enemies use the weapon that deals the most damage if given a choice.

† Enemies with multiple attacks (such as firing a weapon or casting a spell) randomly determine which to use at the beginning of each round with equal likelihood for each. For example, D10: 1-5 punch, 6-10 cast a spell.

† If an enemy runs out of VP or lack the situationally appropriate weapon, they use any available attack (even punching).

Antagonists

† After successfully completing a mission against an enemy faction roll a D10. On 1-2 that faction becomes your antagonist.

† When facing agents of an antagonist faction roll a D10. On 1-2 double the number of enemies.

† After successfully completing a mission against an antagonist faction roll D10. On 8+ they have had enough of you for now and are no longer your antagonist.

† If you fail a mission against an antagonist faction you are captured. Play the Captured scenario (page 62).

Increasing the Difficulty

† 60+ in any combat skill, **doubles** the Offense and Defense of enemies encountered.

† 60+ in three Combat Skills doubles enemies encountered (without doubling their stats).

† Achieving a value of 80 or more in two Combat Skills means you will face doubled enemies with doubled Offense and Defense.

Random NPCs page 140

When encountering non-enemy NPCs, you may react in several ways:

- You may immediately attack, gaining 5 Chaos points.
- You may ignore them.
- You may ask them for information about the location or your mission. NPCs automatically give clues and warn about nearby hazards—ignore the next negative Event in the site such as a trap.
- Lastly, you may request a piece of their gear.

Roll below to determine how an NPC reacts to your petitions:

NPC Reactions (D10)

1-2 — Hostile: The NPC becomes hostile and attacks
3-5 — Stubborn: The NPC refuses to cooperate regardless of offers or threats
6-8 — Impartial: The NPC agrees on a successful Persuasion check
9-10 — Friendly: The NPC agrees to do what you need

With CHA 15+, treat all rolls of 3-5 as 6-8.

Creating Random NPCs (page XXX)

Modify the following stat template throughout this process:

- * CON, DEX, STR, WIL, INT, CHA: 14
- * HP: 140
- * VP: 140
- * Awareness: 20
- * Initiative: 10
- * Defense: 30
- * Offense: 30

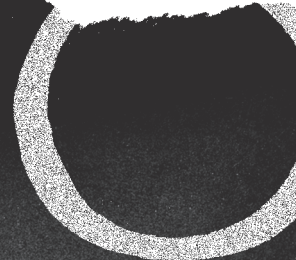
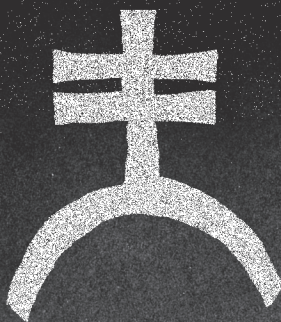
Roll for First Impressions, Background and Motivation. Each roll influences the NPC's stats, skills, gear and combat capabilities.

Primary stat changes affect corresponding Secondary stats according to the rules.

Optionally you may also roll on the following table:

NPC Traits (D10)

1 – Strong: +1 STR, +5 Offense
2 – Weak: -1 STR, -5 Offense
3 – Fast: Always wins initiative
4 – Slow: Always loses initiative
5 – Fragile: +2 damage from attacks
6 – Sturdy: -2 damage from attacks
7 – Brutal: +2 damage per attack
8 – Cautious: -10 Offense
9 – Bold: -5 Defense, +5 Offense
10 – Fearful: +10 Defense, flees at 75% HP (considered defeated)



Loot and Rewards

Tracking Weight

A character has Gear Slots (GS) equal to their STR. Each piece of gear occupies GS based on its weight. Small items such as reagents, trinkets and potions do not occupy GS.

Each piece of gear above maximum GS results in a cumulative -1 penalty to DEX rolls.

Identifying Magic Relics

Pass an Occult Knowledge check to use a magic relic. Failure indicates it will need to be identified at the Omphalos.

Looting Human Enemies

After defeating a human opponent you may take any gear listed in their description that has not been used or broken during combat, and roll once on the Personal Effects table.

Alchemical Treatises and Grimoires

Alchemical Treatises and Grimoires can be studied to increase skills by 2 (Treatises increase Alchemy, Grimoires increase Occult Knowledge), donated for resources, or sold to the Omphalos for 500ø. Studying a book to increase skill consumes the item.

Players may only study books after a mission. Skill improvements are not implemented until you are back to safety.

Alchemical Treatises and Grimoires each occupy 1 Gear Slot.

Alchemical Treatises may be exchanged for one of the following:

- ÷ One recipe for any of the basic Alchemical ingredients.
- ÷ One recipe for any of the advanced Alchemical ingredients.
- ÷ One Alchemical Formula of your choosing.
- ÷ One dose of any of the following ingredients:
 - ◆ Aether Seed
 - ◆ Lightblood
 - ◆ Lodestone
 - ◆ Mandrake
 - ◆ Primal Fire
 - ◆ Primal Water
 - ◆ Primal Earth
 - ◆ Primal Air
 - ◆ Shadow Oil

Grimoires may be exchanged for one of the following:

- ÷ A Ritual of your choosing
- ÷ An Astral spell of your choosing
- ÷ Any spirit's name
- ÷ Any spirit's sigil





