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MISERIES & MISFORTUNES BOOK 3

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Jacques Callot, courtesy of the
Rijksmuseum, Amsterdam.

THANKS AND INSPIRATION

To John White for telling me
the most important part of
faith was to question it. And to
Azazel for not devouring me.

EXCUDIT

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INDICIA

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This is a work of historical fiction. Everyone in here except us is dead. If we have
misrepresented your ancestors or your culture, let us know. We want to learn.

...

He delivered the world through his disputations.

The Sacred & the Profane

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Gnosis

Nihil dulcius quam omni scire

—Erasmus, *The Work of Adagios*, Section 42, 1528

Christians believe that there are two divine books: the Book of God and the Book of Nature. The Book of God was handed down to them in the Bible. It contains knowledge and truth. The Book of Nature is written all around them in the natural world. It is up to them to decipher and read it.

To understand the Word of God or the Book of Nature, one must study; one must have deep knowledge of the scriptures, the manners of all natural creatures and the names of all of the angels and demons.

To go beyond the written word and discover hidden truths in the Bible or Book of Nature or coded into grimoires, one must have a deep knowledge and understanding of the divine forces at play. This special, supernal knowledge is called *gnosis*—and is represented by this symbol: Γ.

To effectively perform rituals, cast spells or mix formulae, one must have the requisite gnosis score. Gnosis is primarily acquired by reading grimoires.

Empowered by gnosis, we can remake our world with Chymistry, access divinity with Theology, speak to demons with Goëtia and command angels with Theurgy. Without gnosis, we walk blindly through our lives, ignorant to the mysteries and power that surround us. Most characters start with Γ 0.

Nescit quid quis nesciat

One does not know what one does not know. Philosophers, priests and occultists all plumb deeply into the mysteries of our existence. They gaze out over an ocean not knowing how far it stretches beyond the horizon or how deep the waters extend beneath them.

To that end, the game master tracks all gnosis: the current gnosis rating of the character, the gnosis rating of grimoires and the gnosis requirements of summoning, spells and formulae. Keeping this information hidden is crucial to maintaining the mystery of truth and the fun of playing a seeker of knowledge in 1648.

The titles and authors of grimoires are freely known, and even their general contents, but not the depth of the hidden knowledge within.

Malleus Maleficarum

Sovereign and ecclesiastical law both inveigh against necromancy, witchcraft and spells. It is illegal to own a magical grimoire, and practicing these arts is strictly forbidden. If caught with a magical text, the sentence is prison. If convicted of practicing necromancy or witchcraft, the sentence is death. The books themselves are burned.

In the Catholic Church, the Pope has invested members of the Franciscan and Dominican orders with the powers and responsibilities to investigate claims of witchcraft and heresy. The Pope's imprimatur grants these holy men permission to torture their victims until they confess their crimes.



Reading Grimoires

Grimoires contain knowledge and practical information. To learn from a grimoire, one must read it. Of course, that is simpler said than done.

READING GRIMOIRES

Test your language skill. The **Rd** number listed with a grimoire is a difficulty modifier applied to your language skill for reading.

The Archidoxes of Magic is Rd -1. You suffer a -1 to your language skill rating when attempting to read it (Latin in this case).

Your reading can have two of results:

Successfully Read	Unsuccessfully Read
Interpretation	Misinterpretation

Interpretation: The reader finds intriguing details and now must interpret them. Go to Grimoire Gnosis.

Misinterpretation: The reader is confident they have read the text correctly but need more time to puzzle out its meaning.

- ❶ If the text is misinterpreted, the reader may try again at a later date. However, the game master reduces the gnosis value of the book by one die step for this reader. Tomes reduced from 1/2 are rendered useless.

GRIMOIRE GNOSIS

Each grimoire or holy book has a rating indicating the knowledge within it: The rating formula is 1/die type: 1 on a d2, 1 on a d3, 1 on a d4, etc. This formula represents the amount of knowledge contained in the text and the difficulty of absorbing it. Books are listed with gnosis in this sequence: 0, 1/2, 1/3, 1/4, 1/6, 1/8, 1/10, 1/12, 1/20, 1/30 and 1/100. The higher the denominator, the more gnosis it contains.

The Archidoxes of Magic by Paracelsus is rated Γ: 1/4. It contains four points of gnosis.

BREADTH OF KNOWLEDGE

To have a chance at absorbing the knowledge in a grimoire, you must have a gnosis rating equal to its die type or have previously interpreted a text on the same subject within ± 1 die step of the text.

To read the Archidoxes of Magic by Paracelsus (1/4), I would need either Γ 4 or to have read a 1/3 or 1/6 book on alchemy, goëtia or astrology.

- ☞ If you have successfully read the text, but do not have the required breadth of knowledge, you may extract practical information on the subject, including spells and formulae.

INTERPRETATION

If you have the requisite gnosis to begin interpretation:

- ☞ After reading the text, roll the gnosis rating to interpret it.
- ☞ If you roll the tome's rating—most often a 1—your gnosis increases by the amount equal to the *die type*.

If you read correctly the Archidoxes of Magic, you then roll a 1d4 to interpret the book. If the result is a 1, you gain four points of gnosis.

Gaining knowledge is an unlikely and difficult event, especially for elaborate texts. However, there are ways to unlock deeper mysteries.

ABSORPTION TIME

To read and interpret a text requires time and study. The game master rolls 1d2 per point of gnosis successfully interpreted. The result indicates the number of weeks required for this round of study.

If Cornelius Israel absorbs 4 Γ from the Archidoxes of Magic, the game master rolls 4d2 for a total of five weeks time.

- ☞ If a book is listed with 0 gnosis, the aspirant has been duped. Roll 1d6 to determine how many weeks of reading transpire before they realize the book is empty of knowledge.

FRAGMENTS OF THE TEXT

For the purpose of interpretation, a grimoire always counts as its original rating. If you extract 12 points of gnosis from the Picatrix (1/20), the next time you approach the text, it still counts as 1/20

and not 1/8. However, the most you could get out of a further interpretation roll is 8 points of gnosis, even if you read the text again at 1/20, 1/12 or 1/10.

If there is a single point of gnosis remaining in a text due to degradation or some other gnostic mishap, that bit of knowledge is lost and cannot be extracted from this tome.

FAILURE TO INTERPRET

Should you fail an interpretation, the game master can apply one of three results:

Meditations: The mysteries you unlocked inspire you to think deeply on what you have learned. Your time spent reading is lost, but you do no damage to yourself or the text.

False Knowledge: Your strained attempts at interpretation have created phantoms of false knowledge within you. Roll the gnosis die for the text and subtract the result from your gnosis. You question everything you know.

Degradation: Your efforts degrade the text. Subtract one from its current gnosis rating.

A 1/20 text degraded once only contains 1/19 gnosis.

You may spend exertion to reroll a failure and add the bonus to your interpretation roll.

Focus

Before you begin interpretation, you may signal to the game master that you will focus on a portion of the text rather than the whole thing at once.

- ❏ Focusing reduces the die step of the grimoire by one for the purpose of interpretation.
- ❏ You may focus one die step per point of positive Wisdom modifier (+1/+2/+3). If you do not have a positive Wisdom modifier, you may not focus and reduce die steps.
- ❏ Focus adds 1d2 weeks of absorption per die step.

Dro's occultist, Cornelius Israel, has a Wisdom of 13. If he reads the Archidoxes of Magic (1/4) correctly, he can focus and interpret it at 1/3, thereby increasing his chances of interpretation.

Cornelius then successfully reads Against Heresies by Irenaeus. Wishing to properly absorb what he has learned, he uses his 13 Wisdom to focus. So, he'll attempt to interpret at 1/6, rather than 1/8.

Using focus, it is possible to tackle a text piecemeal.

FIELDS OF RELATED KNOWLEDGE

If you have successfully read a text by the author, have knowledge of the subject of the book or have read a different version or translation of this book, you increase your chance of successfully interpreting its knowledge. Each of the criteria below increases your interpretation target number by one:

- ☞ Read another text by the author: +1 interpretation target
- ☞ You possess the skills of the subject: +1 interpretation target
- ☞ You have read a version or translation: +1 interpretation target

Reading the Archidoxes of Magic (1/4) after having read Philosophia Sagax by Paracelsus and having the Chymistry, Goëtia and Astrology skills grants a +2 to the interpretation roll. An aspiring magus would need to roll a 1, 2 or 3 to interpret it.

If you possess fields of related knowledge that make your target number equal to the die type—2/2, 3/3, 4/4, etc.—this text is beneath you. There's nothing to be gained from it. Do not roll; you cannot gain gnosis from this tome.

THE LIMITS OF WISDOM

There is only so much knowledge one can absorb at once. Your Wisdom score (not modifier) indicates how much gnosis you can gain from a text in a single reading.

If you are unable to digest a text in your first read through, you can read a text multiple times to glean all of its knowledge. All it costs is time (though you may never know if you extract all of the knowledge).

PRACTICAL KNOWLEDGE

In addition to knowledge, grimoires indicate if they contain practical information that can be pulled from them. Some contain histories or stories. Some contain a series of powerful spells that can be extracted by the clever. Some are so degraded by poor translation and misinterpretation that there's little practical information beyond stories and ineffectual rites.

Art & Beauty

Art brings gnosis—a small pricking at our consciousness that hints that we are a part of a vast and vivid tapestry, greater than any one being.

When appreciating a master work of art for the first time, gain 1d2 Γ. If there is a question about whether or not the character is open to appreciating art—if they have the Stubborn flaw, for example—make a save vs chance. Failure indicates they are open to the experience and gain gnosis.



MULTILINGUAL TEXTS

For a multi-lingual text, one must know all listed languages or suffer a penalty. Make your language (reading) test using the average rating of the language skills rounded down. If you do not speak all of the listed languages, increase the reading difficulty by one for each missing language. If there is any question regarding necessary fluency, require the aspirant to know the first language listed in an entry.

Title	Author	Year	Language	Subject	Rd	Γ
<i>Archidoxes of Magic</i>	Huser/ Paracelsus	1591	Latin	Alchemy, goëtia, astrology	-1	1/4
<i>Against Heresies</i>	Irenaeus	174	Greek	Theology, theurgy, goëtia	+1	1/8
<i>Al-Tasrif</i>	al-Qasim al-Zahrawi	c1000	Arabic	Chymistry	+1	1/8
<i>Alberti Parvi Lucii Libellus</i>	Albertus Magnus	1598	Latin	Chymistry, formulae	+1	1/6
<i>Aldaraia sive Soyga vocor</i>	Unknown	1500s	Latin	Astrology, goëtia	-2	1/10
<i>Allogenes</i>	Unknown	300s	Coptic	Goëtia, theurgy	-1	1/2
<i>Allu-Kal's oracle</i>	Unknown	-2340	Sumerian	Astrology, astronomy, chymistry, science, theology	+3	1/30
<i>Apocalypse of Adam</i>	Unknown	100s	Greek	Theology, chymistry, goëtia	-1	1/6
<i>Apocrypha</i>	M. Luther	1534	German	Theology	+1	1/4
<i>Apocryphon of James</i>	Unknown	1300s	Latin	Theurgy, chymistry	-1	1/4
<i>Apocryphon of John</i>	Unknown	170	Greek	Astrology, astronomy, theology	+1	1/4
<i>Arbatel de magia veterum</i>	Zwinger	1575	Latin	Theurgy	0	1/6
<i>Ars Alamadel</i>	Unknown	1300s	Latin	Theurgy	-1	1/6
<i>Ars Notoria</i>	Unknown	1300s	Latin	Theurgy	-1	1/6
<i>Ars Paulina</i>	Unknown	1300s	Latin	Theurgy	-1	1/8
<i>Astronomia magna</i>	Paracelsus	1571	Latin	Hermetics, astrology, theurgy, goëtia	0	1/4
<i>Book of Abra-Melin</i>	Abraham of Worms	1608	German	Goëtia	-2	1/12
<i>Book of Thomas the Contender</i>	Unknown	200s	Greek	Chymistry, science, theurgy, goëtia	0	1/8
<i>Book of Wonders</i>	Al-Isfahani	1500s	Turkish	Astrology, astronomy	-1	1/12
<i>Calendarium Naturale Magicum Perpetuum</i>	Jhn Baptist Großschedel	1620	German	Astrology, theurgy	0	1/6
<i>Chymische Hochzeit Christiani Rosencreutz anno 1459</i>	Jhn Valentin Andreae	1616	German	Chymistry, theology	-2	1/10

Title	Author	Year	Language	Subject	Rd	Γ
<i>Clavicula Solomonis</i>	Unknown	1300s	Latin	Theurgy, goëtia	-2	1/8
<i>Codex Latinus Monacensis</i>	Unknown	1400s	Latin, German	Spells, formulae	-1	1/8
<i>Codex Monacensis</i>	Unknown	900s	Greek	Theology	0	1/4
<i>Codex Tchacos</i>	Unknown	300s	Coptic	Theology, theurgy	0	1/6
<i>Complutensian Polyglot Bible</i>	Cisneros et al	1522	Grk, Heb, Arm, Lat	Theology	+1	1/4
<i>Coptic Gospel of Thomas</i>	Unknown	340	Coptic	Theurgy, goëtia	-2	1/8
<i>De Arte Cabbalistica</i>	Jhn Reuchlin	1517	Latin	Kabbalah, theology	-1	1/4
<i>De Arte Chimica</i>	HC Agrippa	1500s	Latin	Chymistry, formulae	-1	1/8
<i>De coniecturis</i>	Nicolas Cusa	1441	Latin	Science, philosophy	-1	1/4
<i>De Docta ignorantia</i>	Nicolas Cusa	1440	Latin	Science, astronomy	-1	1/4
<i>De incertitudine</i>	HC Agrippa	1526	Latin	Science	-2	1/4
<i>De Materia Medica</i>	Dioscorides	60	Greek	Chymistry, science	0	1/2
<i>De occulta philosophia libri tres</i>	HC Agrippa	1533	Latin	Theurgy, astrology, chymistry	-1	1/6
<i>De Praestigiis Daemonum</i>	Weyer	1563	Latin	Science, goëtia	+1	1/6
<i>De umbris idearum</i>	Bruno	1582	Latin	Hermetics	-2	1/8
<i>Declamatio de nobilitate</i>	HC Agrippa	1529	Latin	Superiority of women	1	1/2
<i>Dialogue of the Saviour</i>	Unknown	100s	Greek	Astrology, theurgy	0	1/2
<i>Dialogue Philosophicall</i>	Tymme	1612	English	Chymistry, perpetual motion	-1	1/4
<i>Diatessaron</i>	Tatian	100s	Syriac	Theurgy	+1	1/6
<i>Didache</i>	Unknown	100s	Coptic	Theurgy	-1	1/4
<i>Discourse on the Eighth and Ninth</i>	Unknown	200s	Coptic	Theurgy, hermetics	+1	1/10
<i>Discoverie of Witchcraft</i>	R Scot	1584	English	Science	+1	1/3
<i>Eikones</i>	Philostratus	200s	Greek	Art, art theory, hermetics	-2	1/4
<i>Enchiridion of Pope Leo</i>	Leo III	1633	French	?	+1	1/4
<i>Enlil and Ninlil</i>	Unknown	-2000	Sumerian	Chymistry, theology, theurgy	-1	1/20
<i>Enochian Ms</i>	John Dee	1580s	English, Latin	Theurgy, astrology	-2	1/30
<i>Epic of Gilgamesh</i>	Unknown	-2100	Sumerian	Alchemy, chymistry, goëtia, theology, theurgy	0	1/30
<i>Epistle of Eugnostos</i>	Unknown	200s	Greek	Astrology, science, theology	0	1/2
<i>Erasmus New Testament</i>	Erasmus	1516	Greek	Theology	0	1/4
<i>Exegesis on the Soul</i>	Unknown	200s	Greek	Science, philosophy, theurgy	-1	1/6
<i>Fasciculus Chemicus</i>	Arthur Dee	1636	Latin	Chymistry	-1	1/6

Miseries & Misfortunes: The Sacred & the Profane

Title	Author	Year	Language	Subject	Rd	Γ
<i>Fourth book of occult philosophy</i>	HC Agrippa	1559	Latin	Goëtia	+1	0
<i>Galdrabók</i>	Various	1600	Latin, Runes	Spells	-1	1/6
<i>Ghāyat al-Hakim</i>	al-Majriti	1000	Arabic	Astrology, theology, science	-3	1/30
<i>Gnostic Apocalypse of Peter</i>	Unknown	100s	Coptic	Theology, theurgy	-1	1/6
<i>Goal of the Wise</i>	Majriti	1250s	Spanish	Astrology, theology	-1	1/20
<i>Gospel of Judas</i>	Unknown	100s	Coptic	Theology, hermetics, theurgy	-1	1/10
<i>Gospel of Philip</i>	Unknown	230	Greek	Theology, philosophy, theurgy	0	1/4
<i>Gospel of Truth</i>	Valentinus	140	Coptic	Theology, theurgy, astrology, goëtia	0	1/12
<i>Grimoire of Honorius</i>	Honorius	1629	French	Goëtia, theology	+1	0
<i>Gutenberg Bible</i>	Various	1450	Latin	Theology	+2	1/3
<i>Heptameron</i>	de Abano	1559	Latin	Theurgy	-1	1/4
<i>History of Life and Death</i>	Bacon	1638	English	Chymistry	0	1/8
<i>Holy Book of the Great Invisible Spirit</i>	Unknown	200s	Greek	Theurgy, goëtia	0	1/10
<i>Hygomanteia</i>	Solomon	1200s	Latin	Theurgy, astrology, spells	-3	1/30
<i>Hymn to Enlil</i>	Unknown	-2600	Sumerian	Theology, theurgy	-1	1/10
<i>Hypostasis of the Archons</i>	Unknown	250	Greek	Astrology, theurgy	-1	1/6
<i>Ketēbā Jelwa</i>	Unknown	1600s	Kurmanji	Chymistry, goëtia, theology,	0	1/10
<i>King James' Bible</i>	Various	1611	English	Theology	+1	1/2
<i>Kitab al Kanuz</i>	Unknown	1400s	Arabic	Spells, history	-1	1/4
<i>Kitab al-Bulhan</i>	Al-Isfahani	1385	Arabic	Astrology, astronomy	+1	1/6
<i>Kitāb suwar al-kawākib</i> [Book of Fixed Stars]	al-Rahman al-Sufi	964	Arabic	Astronomy, astrology	0	1/12
<i>Kitēba Cilwe</i>	Unknown	1600s	Kurmanji	Astrology, goëtia, theology	+1	1/12
<i>Kitvei hakkodesh</i>	Various	-200	Hebrew	Theology	-1	1/20
<i>Lament for Ur</i>	Unknown	-2000	Sumerian	Theology	-1	1/4
<i>Lesser Key of Solomon</i>	Various	1600s	English	Goëtia, theurgy	-2	1/10
<i>Liber Armadel</i>	Unknown	1600s	French	Theurgy	+1	1/8
<i>Liber Consecratus</i>	Honorius	1200s	Latin	Goëtia, theurgy	-2	1/8
<i>Liber incantationum</i>	Unknown	1400s	Latin	Goëtia, spells	-2	1/6
<i>Liber Officiorum Spirituum</i>	Unknown	1562?	English	Goëtia	-1	1/6
<i>Liber Officiorum Spirituum</i>	Unknown	1583	Latin	Goëtia	-2	1/4
<i>Liber Razielis Archangeli</i>	Unknown	1200s	Latin	Theurgy, astrology	-2	1/6

Title	Author	Year	Language	Subject	Rd	Γ
<i>Liber Secretorum Alberti</i>	Albertus Magnus	1493	Latin	Biology, astrology	-1	1/4
<i>Liber Secretorum Alberti</i>	Albertus Magnus	1500	French	Biology, astrology	0	1/3
<i>Life of Apollonius of Tyana</i>	Philostratus	200s	Greek	Goëtia, theurgy	-2	1/6
<i>Liturgy to Nintud</i>	Unknown	-2600	Sumerian	Astronomy, goëtia, theology, science	0	1/12
<i>Livre des Esperitz</i>	Solomon	1500s	French	Goëtia	-3	1/6
<i>Luther Bible</i>	M. Luther	1522	German	Theology	+1	1/3
<i>Maaseh Merkabah</i>	Unknown	1000	Aramaic	Theurgy	-2	1/12
<i>Malleus Maleficarum</i>	H. Kramer	1484	Latin	Theology, goëtia	0	1/2
<i>Marsanes</i>	Unknown	300s	Coptic	Philosophy, hermetics	-2	1/4
<i>Medicina Catholica</i>	R Fludd	1631	German	Chymistry, theology	-1	1/4
<i>Mentelin Bible</i>	Mentelin	1466	German	Theology	+1	1/2
<i>Meshefa reş</i>	Unknown	1600s	Kurmanji	Astrology, astronomy, theology, theurgy	-1	1/30
<i>Mikra</i>	Various	-600	Hebrew, Aramaic	Theology	-2	1/6
<i>Monas Hieroglyphica</i>	John Dee	1564	English	Egyptology, hermetics	-3	1/8
<i>Morigny Ms</i>	Unknown	1323	Latin	Goëtia, theurgy, spells	-1	1/6
<i>The Nature of Bodies</i>	Digby	1644	English	Chymistry, formulae	-1	1/4
<i>Nippur Cylinder</i>	Unknown	-2500	Sumerian	Astrology, theology, chymistry, goëtia, theurgy	-1	1/30
<i>On the Immortality of Reasonable Souls</i>	Digby	1644	English	Chymistry	-2	1/3
<i>On the Origin of the World</i>	Unknown	310	Coptic	Astrology, chymistry, theurgy, hermetics	+2	1/8
<i>Opera Omnia</i>	HC Agrippa, Beringer Fratre	1579	Latin	Goëtia, divination	-2	1/6
<i>Or HaGanuz</i>	Abi-Sahula	1331	Hebrew	Kabbalah, theology	1	1/4
<i>Panarion</i>	Epiphanius of Salamis	374	Greek	Goëtia, hermetics	0	1/10
<i>Philosophia Sagax</i>	Paracelsus	1537	German	Hermetics, astrology, theology, goëtia	-1	1/6
<i>Picatrix</i>	Picatrix	1300s	Latin	Astrology, theology, spells	-2	1/20
<i>Pinakes</i>	Callimachus	-300	Greek	Science	0	1/4
<i>Practice of Chymicall and Hermeticall Physicke</i>	Duchense, Tymme	1605	English	Chymistry, formulae	-1	1/6
<i>Prayer of the Apostle Paul</i>	Unknown	200s	Greek	Theology, theurgy	-1	1/8

Miseries & Misfortunes: The Sacred & the Profane

Title	Author	Year	Language	Subject	Rd	Γ
<i>Pseudomonarchia daemonum</i>	Weyer	1577	Latin	Goëtia	+1	1/4
<i>Rauðskinna</i>	Gottskálk	1510s	Icelandic	Goëtia, spells	-1	1/10
<i>Second Treatise of the Great Seth</i>	Unknown	200s	Coptic	Theology, goëtia, theurgy, spells	+1	1/8
<i>Sefer Bahir</i>	HaKanaḥ	100	Aramaic	Kabbalah, theology	-3	1/12
<i>Sefer HaRazim</i>	Raziel	400s	Hebrew	Kabbalah, theurgy	-3	1/20
<i>Sefer Raziel HaMalakh</i>	Eleazar of Worms	1200s	Hebrew, Aramaic	Theurgy, astrology, spells	-1	1/8
<i>Sefer Yetzirah</i>	Rabbi Akiva	-200	Aramaic	Theology, spells	-4	50
<i>Self-praise of Shulgi</i>	Unknown	-2100	Sumerian	Theology, science	0	1/8
<i>Sentences of Sextus</i>	Quintus Sextius	300s	Greek	Philosophy, goëtia	-1	1/4
<i>Septuagint</i>	Various	350	Greek	Theology	-1	1/6
<i>Shams al-Ma'arif</i>	A. al-Buni	1200s	Arabic	Theurgy, spells	0	1/10
<i>Sinapius Ms</i>	Unknown	1404	Unknown	Cryptography, chymistry	-10	1/100
<i>Sophia of Jesus Christ</i>	Unknown	200s	Coptic	Astrology, science, theurgy	0	1/4
<i>Sorcerer's Treasure</i>	Cyprian	????	Spanish	Prayers, theology	-2	1/6
<i>Steganographia</i>	Trithemius	1499	Latin	Cryptography, theurgy	-5	1/4
<i>Sword of Dardanus</i>	Unknown	????	Greek	Spells (choose one)	-1	1/3
<i>Sword of Moses</i>	Unknown	400s	Hebrew	Theurgy, goëtia, spells	-1	1/8
<i>Sworn Book of Honorius</i>	Honorius	1300s	Latin	Goëtia, spells	-1	1/8
<i>Teachings of Silvanus</i>	Unknown	100s	Coptic	Hermetics, theurgy	-2	1/4
<i>Testament of Solomon</i>	Solomon	900s	Greek	Theology, goëtia	-2	1/20
<i>Testimony of truth</i>	Unknown	200s	Coptic	Theology, theurgy	+2	1/6
<i>Thought of Norea</i>	Unknown	200s	Coptic	Theurgy	+1	1/4
<i>Three Steles of Seth</i>	Unknown	200	Coptic	Theology, goëtia, theurgy	0	1/10
<i>Thunder, Perfect Mind</i>	Unknown	100s	Coptic	Theurgy, science	+1	1/30
<i>Treatise on the Resurrection</i>	Unknown	320	Coptic	Theology, theurgy	0	1/2
<i>Trimorphic Protennoia</i>	Unknown	200s	Coptic	Theology, goëtia, theurgy	+2	1/8
<i>Tripartite Tractate</i>	Unknown	250	Greek	Astrology, astronomy, theology, theurgy	-1	1/12
<i>Utriusque Cosmi</i>	R Fludd	1617	German	Chymistry, hermetics	-1	1/4
<i>Vulgate</i>	Saint Jerome	300s	Latin	Theology	-1	1/4
<i>Zohar</i>	Moses León	1556	Aramaic, Hebrew	Kabbalah, theology	-2	1/6
<i>Zohar</i>	Shimon bar Yochai	100s	Aramaic	Kabbalah, hermetics, theurgy, spells	0	1/8
<i>Zostrianos</i>	Unknown	200s	Greek	Goëtia, theurgy, hermetics	+1	1/6



Divinity, Magic and Science

*If he errs in the work or comes to it unpurified, he will be devoured
by Azazel.*

—Giovanni Pico della Mirandola

When you wish to cast a spell, invoke a prayer, perform a ritual or mix a formula, you must pass a skill test appropriate to your field. Most spells, prayers and formulae are accompanied by a difficulty modifier. It is usually a penalty to the roll (though in some rare cases, it can be a bonus). Also, the game master must check your gnosis against what is listed with the spell, entity or formula. You can test without the required gnosis; however, the consequences are often dire.

*A philosopher uses Chymistry to mix formula. A Jesuit uses
Theology to invoke prayers.*

Utilizing Knowledge

Consult this table for results when using Chymistry, Theurgy and Goëtia for necromancy. Theology and Goëtia for summoning have their own failure results found in their respective chapters.

	Successful Test	Unsuccessful Test
Sufficient Gnosis	Success	Unintended Result
Insufficient Gnosis	Deafening Silence	Catastrophic Failure

Success: You produce the desired effects of the spell, prayer, ritual or recipe.

Unintended Result: You mispronounce a phrase, draw a circle incorrectly or miss a step. Your deep inner knowledge averts disaster but produces a minor, unintended side effect. See failure possibilities in their relevant chapters.

Deafening Silence: You did everything correctly, to the finest point. Everything. You missed nothing, yet the experiment was a complete failure. You must have been sabotaged by someone close to you, or God is deaf to your pleas.

Catastrophic Failure: Something has gone terribly wrong. You did everything right; the text must be corrupt or poisoned. The game master chooses a particularly egregious failure result.





Chymistry

What do science and philosophy have in common? Perfect Nature.

—al-Qurtubi al-Zayyat, 3.6.5

Chymistry is the study of the physical and metaphysical properties of substance. It is a science that relies on theory and experimentation as it traces a path from base matter to divine origins.

Chymical Formulae

Formulae are listed with their creation time, gnosis requirement and difficulty modifier. Each formula creates enough for one use unless stated otherwise. We leave the acquisition of their necessary materials up to your fertile imaginations. Preparation leaves no time for socializing, missions or love.

Deploying a formula is situational. Some can be administered, some can be emplaced while others need to be deployed rapidly (with perhaps a to-hit roll). The game master must judge the philosopher's intent as best as possible.

Alkahest

Philosophers can learn the secret to making a solvent known as alkahest. It is said to be able to dissolve any substance or material. Alkahest destroys leather and organic materials near instantaneously; metal or stone placed in a vial of the solvent dissolves in a few moments. When flinging a pot of acid as a

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weapon, the philosopher must roll to hit. A hit causes 2d3 damage, 1d3 damage the next exchange and 1d2-1 damage on the third exchange. There is no save. If the acid hits armor, double the amount of damage done to the armor.

Γ: 10 Difficulty: -3 Creation Time: 1 week

Antidote

Philosophers can mix an antidote to most poisons. If a character is poisoned, the antidote must be applied orally before the character dies. One preparation is enough to cure one character.

Γ: 12 Difficulty: -3 Creation time: 2d4 hours

Aqua Tofani

Aqua tofani is a potent poison. If ingested, it causes near certain death. Victims must save vs poison & plague. If failed, they die in 2d4 hours, choking on their own blood and fluids.

Γ: 8 Difficulty: -4 Creation time: 1 day

Dust of Valerian

With this formula, the philosopher powders valerian root and adds the essence of poppy. Any who inhale the dust, fall into a pleasant stupor for 1d6 turns. The recipe creates enough dust for four applications. Each application will affect one person or fill one map square with a cloud of dust.

Victims exposed to the dust save vs poison & plague. If successful, they avoid the effects completely. Distributing the dust in an effective manner may require some creativity on the part of the philosopher. The game master may assign bonuses to the save depending on environmental conditions like wind and rain or the efficacy of the delivery method.

Γ: 12 Difficulty: -2 Creation time: 1 week

Fumigant

By burning certain herbs and chemicals, the philosopher creates a repulsive vapor that drives off creatures who breath through the mouth. The formula creates a smoky cloud of fumigant. All within the cloud must save vs poison & plague. If failed, they descend into a coughing fit for 1d10 exchanges. The smoke cloud lasts 10 minutes and fills a room or, if using a map, 4+1d6 squares.

Γ: 6 Difficulty: -1 Creation time: 1 day

Genièvre

All smart philosophers carry a flask of this distilled juniper juice, a swig of which removes the effects of fear and adds +1 morale for one turn.

Γ: 4 Difficulty: 0 Creation time: 1 day per swig

Greek Fire

To burn their enemies, the ancients hurled jars of Greek fire at their enemies to burn them. When hurled, roll to hit with a +4 bonus. On a hit, the jar explodes in a $2\text{ sq} \times 2\text{ sq}$ area—a *toise carrée*—and all within must save vs artillery. If successful, they suffer 1d2-1 points of damage. If failed, the Greek fire burns each of them for 1d6 damage per exchange for two exchanges (on the second exchange, make the damage roll on the Greek fire initiative interval).

Γ: 9 Difficulty: -1 Creation time: 2 days

Powder of Sympathy

Dissolve green vitriol in boiling water. Remove the vessel from the fire and set it to cool on a slate slab sitting in the full light of the sun. Await the vitriol's calcination. Scrape the crystals from the vessel and apply them to the offending, injurious object. The ill, injured or poisoned party recovers +1d3 hit points, in addition to hit points restored from rest, and gains +2 to save vs poison & plague.

Γ: 16 Difficulty: -1 Creation time: 3 days

Salt of Petra

This burning mixture produces a thick cloud of smoke that blocks sight. All shots within or through become tough shots. The smoke also allows a moment for the philosopher to make an escape unseen. Smoke of Salt of Petra lasts 10 minutes. Preparation produces applications equal to your level.

Γ: 8 Difficulty: -1 Creation time: 1 day

Sweet Fragrance

This formula disperses a sweet scent that attracts creatures who breath through the mouth within $2d6 \times 10$ squares. Those in the

area of effect must save vs poison & plague. If failed, they move toward the scent's point of origin. The effect lasts 10 minutes and adds white smoke to the area.

Γ: 8 Difficulty: -1 Creation time: 12 hours

Sympathetic Ink

Make a preparation of oak gall on one hand and green vitriol on the other. Inscribe with quill upon paper using only the vitriol. When one wishes to read the missive, distribute a thin solution of the preparation of oak gall over the paper and the inscription shall appear in an ink the color of intensely bruised flesh.

Γ: 3 Difficulty: +2 Creation time: 1 day

Willow Bark

Chewing on willow bark will alleviate some aches and pains.

Restore one hit point per recipient once per day. This formula produces doses equal to the philosopher's level.

Γ: 4 Difficulty: 0 Creation time: 4 hours

Chymical Failure

UNINTENDED

Eureka: Your failure produces a novel result that you can reproduce in a new formula. However, it comes at a great cost: your laboratory, your clothing, your hair, your fingers, an eye, etc.

Medice cura te ipsum: You are affected by your own formula.

CATASTROPHIC

Accelerant Ignis: The application of your formula sets alight nearby inflammables. They burn out of control, spreading three squares per exchange for 2d6 exchanges. Roll 1d8 for direction.

Dolor Mercurio: Inhaling toxic vapors inflicts 1d6 damage. Permanently reduce your hit points maximum by one.





Goëtia

The Little Key of Salomon the King which containeth all the names, orders and offices of all of the spirits that ever he hadd any converse with, with the seales or Characters belonging to Each spirit, and the manner of calling them forth.... The first part is a Book of evill spirits, called Goetia, shewing how he bund up those spirits and used them in severall things, whereby he attained great fame.

—The Lesser Key of Solomon

Goëtia is black magic with which one summons demons to do your bidding. This art was taught to King Solomon by the Archangel Raziel. Upon Solomon's death, Raziel commanded the testament be sealed in a tomb, to be revealed in a future age, when God deemed it so.

Summoning

In practice, calling forth demons is rather straightforward, but one requirement supersedes all: you must visibly wear their mark while you have them bound. Otherwise, you cannot command them, and the demon will do as it wishes.

Summoning requires a Table of Solomon, a nine-foot magic circle or a flawless crystal, a brass vessel, scepter, sword, miter, linen robe, a girdle of lion's skin, perfumes, a chafing dish with charcoal, anointing oils, clean water and a *lamin* inscribed with the particular demon's name.

Each demon must be called under its proper astrological planet and moon. Each *lamin* or seal must be made of the proper metal relevant to each demon.

- ☞ Demon kings may be bound from 9 to 12 o'clock and at 3 to sunset.
- ☞ Demonic marquises may be bound from 3 to 9 at night and from 9 at night until sunrise.
- ☞ Demon dukes may be bound from sunrise to noon in clear weather.
- ☞ Demonic knights may be bound only at sunrise or sunset.
- ☞ Hell-bound presidents may be bound at any hour except twilight or night.
- ☞ Infernal earls may be bound at any hour in uninhabited woods.

Test your Goëtia skill. Call forth a demon whose name you know and who suits your needs. Apply the difficulty modifier to your skill rating. It takes 1d8 hours per attempt at summoning unless otherwise noted. Each demon also requests the magician possess a certain amount of gnosis to conjure. The specific amount is listed in the right-most column. If the summoner does not possess the requisite gnosis or fails the Goëtia test, the game master may choose a result:

	Successful Goëtia	Unsuccessful Goëtia
Sufficient Gnosis	Demon bound to obey	Cruel Tricks or Know Name
Insufficient Gnosis	Possession or Havoc	Devoured or Sign the Book

Demons

RULES OF THE GAME

Demons will obey the letter or the spirit of their bargain, whichever suits them best. And should the summoner breach their agreement, the demon will break free of their goëtic bonds and take their revenge on the summoner and their beloved.

DEMONIC OFFICES

Each demon holds power over an office or realm, but we have resisted codifying them precisely. The game master determines the effect of a service so long as it falls within the demon's power.

DEMONIC PERSONALITY

Each of these demons has their own personality, designs and desires. They are not mindless servitors. They will remember the summoner by name and treat them in a manner that they believe will best help them—the demon—achieve their aims. They most certainly do not have your best interests at heart.

DEMONS BREAK RULES

Demonic powers exceed the bounds of mortal abilities, and thus they may break or bypass many of the rules in this book. They may grant bonuses, abilities, skills or effects as appropriate to the summoning and the situation, perhaps even granting gnosis or adding years to one's life. Demons see your soul; they know your life expectancy.

Demonological Failure

Summoning is a high-stakes game. Failure can indicate a number of unsavory results:

UNINTENDED

Know Thy Name: The demon learns the name of the summoner and takes notice of them.

Cruel Tricks: The demon plays cruel tricks on the summoner.

Possession: The demon possesses someone beloved to the summoner.

CATASTROPHIC

Havoc: The summoned demon runs amok, wreaking havoc.

Sign the Book in Red: Lucifer himself offers the occultist a bargain for their soul.

Devoured: Tired of playing games, the demon devours the summoner.

The Names of Demons

Grimoires listed with Goëtia as the subject contain names of demons. If the players discover such a text, the game master may provide a few names from the list below.

DEMONIC LEVELS

Kings: L9, Princes: L8, Dukes: L7, Marquis: L6, Earls: L5, Presidents: L4, Knights: L3.

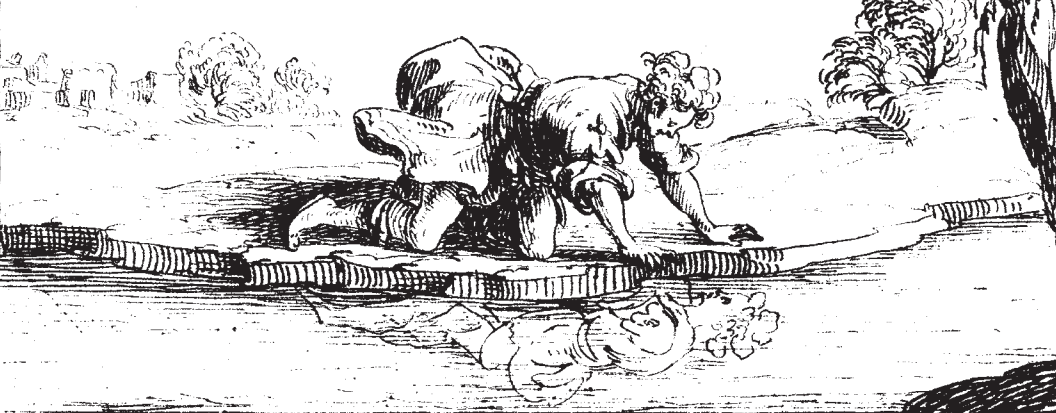
Demon	Rank	Form	Office	Df	Γ
<i>Bael</i>	King	Cat, toad	Invisibility	-12	13
<i>Agares</i>	Duke	Old man riding a crocodile with a goshawk in hand	Languages, earthquakes	-8	10
<i>Vassago</i>	Prince	?	Discover hidden & lost	-10	10
<i>Gamigin</i>	Marquise	Little horse	Teach liberal science	-6	9
<i>Marbas</i>	President	Lion	Cause & cure disease	-2	7
<i>Valefar</i>	Duke	Lion with man's head	Give familiars	-8	10
<i>Amon</i>	Marquis	Wolf with serpent's tail, spitting fire	Know history, predict= future, procure love	-6	10
<i>Barbatos</i>	Duke	Duke with four kings	Speak to birds & animals	-8	10
<i>Paimon</i>	King	Crowned man on camel	Teach arts & sciences, bind a man, hold weather	-12	13
<i>Buer</i>	President	?	Chymistry, philosophy	-2	7
<i>Gusoin</i>	Duke	?	Repair reputation	-8	10
<i>Sitri</i>	Prince	Man with a leopard's face and griffin's wings	Inflaming love in men and women	-10	10
<i>Beleth</i>	King	Mighty king riding pale horse	Cause love in men & women until exorcised	-12	13
<i>Leraye</i>	Marquise	Archer in green with bow	Cause battles, putrefy wounds	-6	9
<i>Eligor</i>	Duke	Knight with lance	Predict coming battles	-8	10
<i>Zepar</i>	Duke	Red clad soldier	Women to love men	-8	10
<i>Botis</i>	Earl	Viper	Reconcile friend & foe	-4	9
<i>Bathin</i>	Duke	Man with serpent's tail riding a pale horse	Chymistry, transport from one country to another	-8	10
<i>Saleos</i>	Duke	Crowned soldier on crocodile	Love in women & men	-8	10
<i>Purson</i>	King	Man with lion's face hold a viper in hand and riding a bear	Discover treasure, give familiars, reveal divine knowledge	-12	12

Demon	Rank	Form	Office	Df	Γ
<i>Morax</i>	Earl	Bull with man's face	Astronomy, liberal science	-4	9
<i>Ipos</i>	Earl	Angel with lion's head, goose feet	Wit, courage	-4	9
<i>Aim</i>	Duke	Man with three heads (serpent, man, cat) riding a viper carrying a torch	Wit, arson	-8	10
<i>Naberius</i>	Marquise	Black crow	Restore reputation, rhetoric	-6	9
<i>Glasya</i>	President	Dog with wings of a griffin	Teach art, bloodshed, invis.	-2	7
<i>Bune</i>	Duke	Dragon with three heads (dog, griffin, man)	Gather spirits at their sepulchers	-8	10
<i>Ronove</i>	Marquise	Monster	Rhetoric, languages	-6	9
<i>Berith</i>	Duke	Soldier in red riding red horse	Truth, turn metal to gold	-8	10
<i>Astaroth</i>	Duke	Unbeautiful angel carrying viper riding dragon	Secrets, sciences, truth	-8	10
<i>Forneus</i>	Marquise	Great sea monster	Languages, charm foes	-6	9
<i>Foras</i>	President	Strong man	Logic, invisibility, long life	-2	7
<i>Asmoday</i>	King	Man with three heads (bull, man, ram) with serpent tail, goose feet, belching fire, riding dragon	Arithmetic, geometry, astronomy, handicrafts, treasures	-12	13
<i>Gaap</i>	Prince	Man walking before 4 kings	Philosophy, theology, familiars of other magicians	-10	9
<i>Furtur</i>	Earl	Hart with fiery tail or angel	Thunder, lightning, blasts, storms	-4	9
<i>Marchosias</i>	Marquise	Wolf with griffin wings, serpents tail, vomiting fire	Strong fighter, true answers	-6	9
<i>Stolas</i>	Prince	Night raven or man	Astronomy, chymistry	-10	9
<i>Phoenix</i>	Marquise	Phoenix with child's voice	Poetry, knowledge	-6	9
<i>Halphas</i>	Earl	Dove with hoarse voice	Towers, ammunition, weapons, soldiers	-4	9
<i>Malphas</i>	President	Crow or human	Towers, houses, artificers	-2	7
<i>Raum</i>	Earl	Crow or human	Stealing treasure of kings	-4	9
<i>Focalor</i>	Duke	Man with griffin wings	Drown men, capsize ships	-8	10
<i>Vepar</i>	Duke	Mermaid	Navigation, sea storms	-8	10
<i>Sabnach</i>	Marquis	Soldier with lion's head	Towers, castles, cities, sores	-6	9
<i>Shax</i>	Marquise	Dove	Blindness, deafness	-6	9
<i>Vine</i>	King	Lion riding a black horse	Find hidden things, witches	-12	12
<i>Bifrons</i>	Earl	Monster or man	Astrology, geometry, transport corpses	-4	9
<i>Haagenti</i>	President	Bull with griffin wings	Wisdom, transmutation	-2	7

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Demon	Rank	Form	Office	Df	Γ
<i>Procel</i>	Duke	Angel	Find and warm water	-8	10
<i>Furcas</i>	Knight	Knight, cruel old man on a pale horse with cruel weapon	Philosophy, chymistry, spells, logic	-1	6
<i>Balam</i>	King	Man with three heads (bull, man, ram), serpent tail riding a furious bear	Invisibility, true answers	-12	12
<i>Alloes</i>	Duke	Soldier with lion's head and flaming eyes on a horse	Astronomy, familiars	-8	10
<i>Caim</i>	President	Thrush	Argument, animal speech	-2	7
<i>Murmur</i>	Duke	Soldier with crown riding griffin	Know philosophy, instruct, constrain the dead	-8	10
<i>Orobas</i>	Prince	Horse	Gnosis, reputation	-10	10
<i>Gemory</i>	Duchess	Beautiful woman riding camel	Procure love, find treasure	-10	9
<i>Ose</i>	President	Leopard	Science, shape change	-2	9
<i>Amy</i>	President	Fire or man	Familiars, treasure	-2	7
<i>Orias</i>	Marquis	Lion riding a horse with serpent's tail holding two serpents hissing	Astrology, virtues	-6	9
<i>Vapula</i>	Duke	Lion with griffin's wings	Trades, chymistry	-10	10
<i>Zagan</i>	King	Bull with griffin's wings	Wit, water/blood to wine	-12	12
<i>Valac</i>	President	Boy with angel's wings riding on a two-headed dragon	Find serpents, treasure	-2	7
<i>Andras</i>	Marquis	Angel with head of black raven riding upon a black wolf	Discord	-6	9
<i>Flauros</i>	Duke	Leopard	Destroy enemies, lie and beguile summoner	-8	10
<i>Andrealphus</i>	Marquis	Peacock	Transform into bird	-6	9
<i>Cimies</i>	Marquis	Soldier on a black horse	Africa, grammar, soldiers	-6	9
<i>Anducias</i>	Duke	Unicorn, man with trumpets	Cause trees to bend at will	-8	9
<i>Belial</i>	King	Beautiful angel on chariot of fire	Distribute political office	-12	13
<i>Seere</i>	Prince	Beautiful man on winged horse	Fetch and carry, travel	-10	9
<i>Dantalion</i>	Duke	Man with many faces	Know thoughts	-8	9
<i>Andromalius</i>	Earl	Man holding serpent	Punish thieves	-4	9





Necromancy

Take note of the two great evils in this art. The first is that the master must make sacrifice and tribute to the devils, by which he denies God and renders divine honors to the devils.... The other is that he binds himself with the devil, who is the greatest enemy of mankind.

—Johannes Hartlieb, *Das Buch aller verbotenen Künste*

Necromancy is a branch of goëtia that focuses on evoking particular esoteric effects, rather than summoning and commanding demons to serve. To perform necromantic spells, one must possess the specific spell formula and instructions.

When you desire to cast necromantic spells, test your Goëtia skill.

Necromantic Spells

Abstergo Insomnium

A necromancer can cast this spell over the sleepless and give them succor. This spell grants a person deep, dreamless sleep. The spell takes 10 minutes to cast.

Γ: 10 Difficulty: +1

Arte Invisibilitatis

Plant heliotrope seeds in a closed garden. Feed the seeds with human blood mixed with water. A strange plant will grow. One of the seeds of said plant will grant invisibility when placed in the mouth under the tongue. Fifteen days are required for the plant to grow and bear its seed.

Once placed under the tongue, the spell lasts until the seed is spat out or swallowed, or until the invisible person interferes with another creature of God. If kept in the mouth for a long period, make a Constitution test to hold the seed under the tongue, as it is quite uncomfortable.

- ☪ If successful, you spit the seed out and become visible.
- ☪ If failed, the seed is swallowed. If swallowed, the bearer must save versus poison & plague.
 - ♦ If failed, they die.
 - ♦ If successful, the seed-bearer is invisible forever. However, this condition causes them to slowly go mad. Make a test on the Mortal Coil table for each week they live with such horror.

Γ: 33 Difficulty: -4

Artem obtinendum dignitatem et honorem

To obtain the favor of another, carve their image on a soft rock, and then coat said rock with pure molten silver while inscribing the names of demons on their head, heart and stomach. This spell requires you to know the name of your target before casting. The victim must save vs terror once it is complete. If failed, they believe the necromancer is worthy of great dignity and honor and will act accordingly. The victim receives a saving throw periodically according to their Wisdom score:

- ☪ 18: once per hour
- ☪ 16-17: twice per day
- ☪ 13-15: once per day
- ☪ 9-12: once per week
- ☪ 6-8: once per fortnight
- ☪ 3-5: once per month

The spell requires a full day to cast.

Γ: 18 Difficulty: -3

Augurium

Calling upon the Saints, the recently deceased and any of the Princes of Hell who happen to be nearby, the necromancer charges them to help find what is lost. Name a specific object or person. If within range of the spell, the necromancer will get a tingling sensation in their hands that indicates the direction (but not distance). Range is 3d6×10 paces. This spell takes 10 minutes to cast and lasts for one hour per level of the necromancer.

Γ: 13 Difficulty: +0

Coniuro Vos Exanimus

I conjure you who were formerly alive! The necromancer can draw to them the spirits of the dead. If there are ghosts or spirits nearby, they will make their way to the necromancer as well as they are able. If the ghosts or spirits who hear the call are trapped and unable to come forth, they will cry out. This spell takes 10 minutes to cast and grants no control over spirits or ghosts.

Γ: 11 Difficulty: -2

Convivio Obtinendam

First one must invoke 15 spirits in this manner: At the outset one must go outside town, under a waxing moon, on a Thursday or Sunday, at noon, carrying a shining sword and a hoopoe, and with the sword one must trace circles in a remote place. When this is done, inscribe 16 names with the point of the sword as will appear below the figure, etc.

When you wish the spirits to come, call their names. Trumpets will sound. Then shout, "Bring water." and they will bring water. And "Prepare the meal!" and they will bring forth the meal.

The food is delicious, but leaves you quite hungry. This elaborate ritual transpires from noon to 8 PM.

Γ: 24 Difficulty: -3

Hec Clauis Plutonis

Key of Pluto to Open All Locks. This incantation, spoken over a one-toothed key, will allow the necromancer to open any lock that requires a key. It costs 10 minutes to cast and works on one lock. The necromancer must insert the key into the lock in question.

Γ: 21 Difficulty: -2

Imperito Vos Exanimus

I command you who were formerly alive! This spell creates dominance over a single ghost, spirit, ghoul or vampire. The target must save vs terror. If failed, it will do the necromancer's bidding. Creatures will serve for 10 minutes per level of the necromancer. The spell takes one action to cast.

Γ: 12 Difficulty: -3

Iuro Vos Praesepulti

I command you who were entombed to appear and answer truthfully my question! This spell allows the necromancer to ask three questions and receive three answers from a corpse or similar remains (so long as it includes a skull). The spell takes 10 minutes to cast.

Γ: 8 Difficulty: -1

Mortuum Infundere Spiritum

One of the highest arts of the necromancer is to call back the immortal spirits of the recently departed to their mortal shells. This spell restores a dead person within three days after death. The restored must immediately make a roll on the Mortal Coil table with a +1 modifier. The restoration also grants +1d6 years to the risen soul's life. This spell takes one night to cast, during which the necromancer may not rest, eat or drink.

Γ: 66 Difficulty: -5

Regni Obtinendi Volanti

Go to a high, secret place. Say the Ave Maria and the Lesser Doxology. Draw your circle. Place in the circle a jar of water and chalk, a jar of ashes and flour, and a jar of fire and salt. Sit in the center of the circle and call forth to the Emperor of Air to send three dukes to carry you. Speak the conjuration. A cloud will

appear and on the cloud, a throne. Ascend to the throne and name your destination. Once at the high, secret place the spell typically takes the learned necromancer six hours to cast.

Γ: 33 Difficulty: -1

Sentio Vos Exanimus

Chanting this spell, the necromancer can sense the presence of the restless dead, spirits or ghosts at a range of squares equal to their Wisdom score ×10. They cannot determine specific entities, only general quantity (like “great” or “few”) and rough direction. This spell takes 10 minutes to cast.

Γ: 9 Difficulty: +1

Vnguentum Armarium

When one is injured by a weapon, do the following: collect the weapon and the injured party. Collect blood and a nodule of fat from the injured one. Dress the wound in wet lint. Mix the blood and fat with *mumia* and *usnea* into an unguent in a bowl inscribed with Marbas’ lamin. Apply the unguent to the weapon that did the injury and all harm it did to the victim shall be removed.

Γ: 16 Difficulty: -1

Vt sciencia siue ars possit ab aliquo auferri

To drive one mad, confront them and announce their name. Then go and write their names along with the names of Mirael and ten demons on a piece of linen. Bury the linen beneath their door and then urinate on it. Then inscribe a candle with your foe’s name and burn it. Extinguish the candle. In seven days, your opponent shall become demented. This spell requires the procedures as above, and a day of preparation. The victim must save vs terror on the seventh day. If failed, they go mad and forget all they used to know (though they insist they are quite sane). Save again every seven days.

Γ: 27 Difficulty: -3

Necromantic Failure

The typical result of miscast black magic is that a curse is revisited upon the magician at three or seven times the strength of the spell. Game masters should take their time in devising a suitable curse to revisit upon the erstwhile magician.

UNINTENDED RESULT

Hex: For the remainder of the moment, the necromancer suffers -3 to an ability or skill related to the spell they attempted to cast.

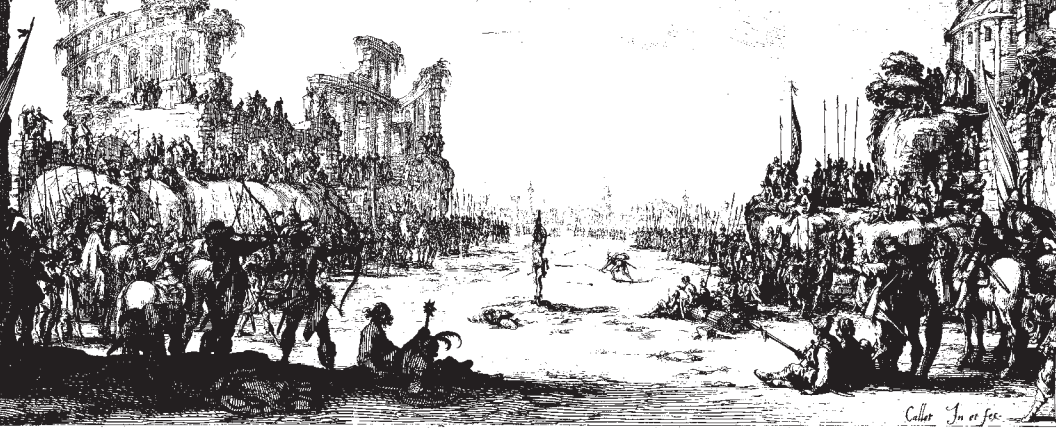
Miscast: One target of the spell differs from the one intended.

CATASTROPHIC FAILURE

Curse: For the remainder of the year, the necromancer suffers -7 penalty to will, hit points, a governing ability, a skill or a combination thereof related to the spell they sought to cast.

Noticed: The necromancer's fumbblings attract the attention of Mephistopheles. The demon befriends the necromancer and provides them with knowledge as it suits them.





Theology

Some Jews who went around driving out evil spirits tried to invoke the name of the Lord Jesus over those who were demon-possessed. They would say, "In the name of the Jesus whom Paul preaches, I command you to come out." Seven sons of Sceva, a Jewish chief priest, were doing this. One day the evil spirit answered them, "Jesus I know, and Paul I know about, but who are you?" Then the man who had the evil spirit jumped on them and overpowered them all. He gave them such a beating that they ran out of the house naked and bleeding.

When this became known to the Jews and Greeks living in Ephesus, they were all seized with fear, and the name of the Lord Jesus was held in high honor. Many of those who believed now came and openly confessed what they had done. A number who had practiced sorcery brought their scrolls together and burned them publicly.

—Acts of the Apostles, 19:11-19

Theology is more than merely the study of the Bible and the Christian God's law. Through Theology, one attempts to understand the will of the Creator and the language of Creation so that one can communicate directly with the divine—or perhaps become divine oneself. With sufficient gnosis, one may use the Theology skill to invoke the prayers of one's faith.

In the following list, the prayers or sacraments available to Protestants are denoted with a ^P. Catholics have access to the entire list.

Catholic Prayers

Abjure^P

Satan, I abjure thee and all of thine works! Presenting the cross, invoking the name of Jesus and his Saints, the priest wards off ghosts and demons. The difficulty modifier equals the difference in level between the theologian and the spirit. If the theologian is higher level, it is a bonus. If the spirit is higher level, it is a penalty. If successful, then the spirit is driven off. If failed, the spirit attacks the theologian or someone they love.

Γ: 20 Difficulty: see description

Baptism^P

Immersing in or sprinkling with water while saying this prayer initiates the supplicant into the faith. This prayer grants the initiate the Protestant or Catholic religion mentality as appropriate.

Γ: 3 Difficulty: +2

Confession

Priests may hear the confession of the sins of their companions and pronounce penance and absolution. Confession takes one hour.

Confession, penance and absolution restores 1d3 Will for the recipient. Penitents may confess once a day.

Γ: 10 Difficulty: -1

Consecrate

A priest may consecrate ground. On consecrated ground, no spirits may rise or walk. If the area is defiled, it must be prayed over anew.

Consecration requires one day of time and two vials of holy water.

Γ: 15 Difficulty: -2

Exorcism^P

A priest may drive the demon out of the possessed. The difficulty modifier equals the difference in level between the theologian and the spirit. If the theologian is higher level, it is a bonus. If the spirit is higher level, it is a penalty. If successful, then the spirit is driven out. If failed, the spirit attacks the theologian or someone they love. The prayer requires a night during which the priest cannot eat, drink, rest or perform any other activity.

Γ: 25 Difficulty: see description

Blessed Sacrament

The priest can preside over the sacrament of the Holy Communion, effecting the transubstantiation of the Eucharist into the body of Christ. If successful, the Holy Communion can be distributed among the faithful. Consuming the wafer restores 1d4 Will to Catholics.

Γ: 11 Difficulty: -3

The Holy Trinity

*In Nomine Patri, In Nomine Filius, In Nomine Spiritu...*¹ The priest intones their prayer, makes the sign of the cross and sprinkles holy water on the intended recipient. The blessing grants +1 to hit, damage, saves, skill and ability tests. The prayer requires one vial of holy water per recipient and takes but a moment to recite. The blessing lasts for one event.

Γ: 9 Difficulty: -1

Last Rites

A priest may perform last rites on fallen comrades. Doing so sanctifies the body and prepares the spirit for the afterlife if the chaplain also hears confession and pronounces absolution. Last rites take 15 minutes to perform.

Γ: 9 Difficulty: -1

Marriage

A priest may perform the sacrament of marriage upon two willing individuals. A happy marriage grants both parties +1 Will while it lasts. An unhappy marriage saps -1 Will permanently from the aggrieved partner.

Γ: 9 Difficulty: +0

Pater Noster²

This simple prayer lifts the spirits of the priest's allies. Increase their morale by +1 for one event. The prayer requires one vial holy water per four so blessed and a few minutes to perform.

Γ: 8 Difficulty: +0

1 Latin: In the name of the Father Almighty, Jesus Christ His Son, the Angels and all the Saints...

2 Latin: Our Father

Sanctify Water

A priest may sanctify water to use to expurgate the evil of the world. This prayer requires hours of intense supplication. It is typically done overnight, and the priest must have a clean source of water at hand and a vessel to contain it once it's sanctified. After the appropriate time of prayer, the priest produces a number of vials of holy water equal to their level.

Γ: 10 Difficulty: +0

Te Deum³

We praise thee O God for your divine mercy. Te Deum is a hymn of thanks and praise sung after a great event or victory. If successful, restore 2d3 hit points and 1d6 Will to all congregants. In addition, the game master may choose one of the following effects. Each effect may be triggered once per campaign (regardless of who says the Te Deum):

- ☞ Permanently increase morale by one for all participants
- ☞ Increase total hit points by one for all participants
- ☞ Take a +1 bonus to all Mortal Coil rolls
- ☞ One character who was presumed dead as a result of the action around the victory is miraculously found alive

Γ: 30 Difficulty: -3

Theological Failure

UNINTENDED RESULT

Tested: God mysteriously afflicts a dependent or ally.

Vexed: The priest suffers a minor affliction themselves, equivalent in effect to the benefit they sought to give.

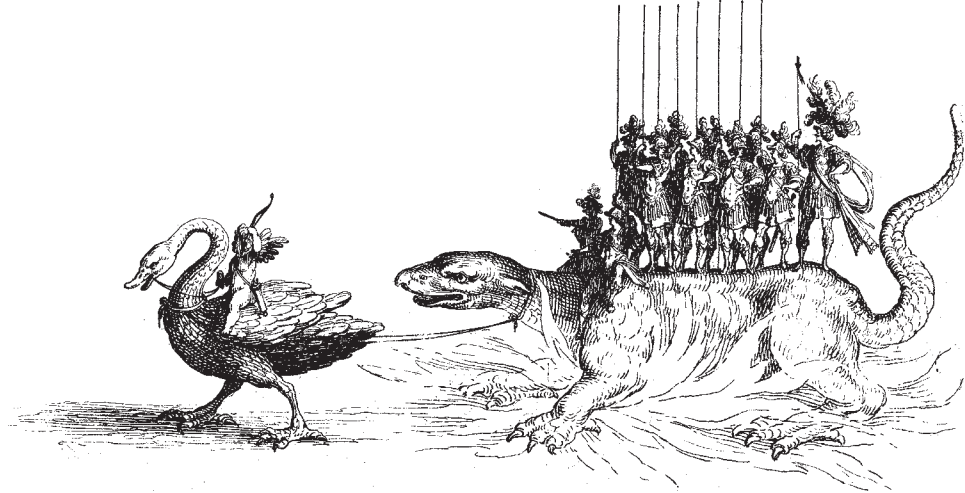
CATASTROPHIC FAILURE

Manus Diaboli:⁴ The theologian was tricked by the Devil and, rather than calling on God's might, the theologian unwittingly invoked black magic.

Stricken: The priest is banished from God's sight and loses faith. They may not invoke theological prayers until they regain it.

³ Latin: You, God

⁴ Latin: Devil's Hand



Theurgy

The offices of these spirits is all one, for what one can doe the other can doe the same.... These spirits are by nature good and evill. That is one part is good, and the other part Evill.

—the Art of Theurgia Goetia, *Lesser Key of Solomon*

Theurgy is the art of summoning and binding aerial spirits to do your bidding.

Being spirits of air, angels are variable in their disposition. They can act in a kindly manner, but they can also be cruel and unforgiving. They are certainly not beatific cherubs; rather they adopt swirling forms of flaming wings, hooves and heads.

Ritual

The ritual for theurgic summoning is similar to that of goëtia, but the name, seal and place of summoning are unique to each spirit. In particular, each spirit requires that you face a precise compass point while you perform its summoning ritual. To vary even by a degree is to fail.

REPUTATION IN HEAVEN AND HELL

Your reputation extends to both Heaven and Hell, and demons and angels have very long memories. Should you botch a summoning, betray the trust of a spirit or otherwise offend them, that particular spirit will remember you. They will not heed your future summons. In the case of theurgic spirits, they will speak of you to everyone under their emperor. Increase the difficulty to summon those spirits by one.

Offices of Angels

Unlike demons, angels all possess a similar suite of powers. According to King Solomon, the “offices of these spirits is all one.” They will:

- ☞ Reveal hidden objects or people
- ☞ Fetch and carry objects
- ☞ Manipulate the four elements: fire, air, earth and water
- ☞ Reveal the secrets of kings (or anyone really)

Spirit Emperors	Dukes	Direction	Element	Df	Γ
<i>Carnesiel</i> (Df: -14 Γ: 77)	Pameriel	East	Air	-7	28
	Padiel	East by South		-7	28
	Camuel	Southeast	Fire & Air	-9	30
	Asiel	South by East		-9	30
<i>Caspiel</i> (Df: -14 Γ: 77)	Barmiel	South	Fire	-7	28
	Gediel	South by West		-7	28
	Asyriel	Southwest	Fire & Water	-9	31
	Maserial	West by South		-9	31
<i>Amenandiel</i> (Df: -14 Γ: 77)	Malgaras	West	Water	-7	28
	Darochiel	West by North		-7	28
	Usiel	Northwest	Earth & Water	-9	30
	Cabariel	North by West		-9	31
<i>Demoriel</i> (Df: -14 Γ: 77)	Raziel	North	Earth	-7	28
	Symiel	North by East		-7	28
	Armadiel	Northeast	Earth & Air	-9	31
	Baruchas	East by North		-9	31

ANGEL LEVELS

Emperor: L9, Greater Duke: L8, Lesser Duke: L7.

Theurgic Failure

Theurges tempt fate in commanding angels. These beings hold aloft the throne of God or do battle with Lucifer and his demons. Meddle with them at your peril.

UNINTENDED RESULT

Withering Stare: The angel's animal eyes fix you with a withering stare that chills your soul. Tick one point of exertion.

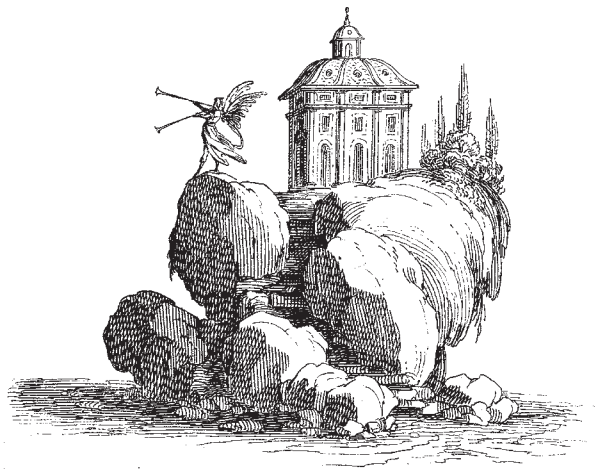
Geas: The angel commands a service from you (for example, Free France from the English invader). Complete it or suffer the effects of its holy wrath.

CATASTROPHIC RESULT

Stricken: The angel strikes you blind, deaf or mute.

Revelation: The angel forcibly imparts gnosis equal to your Wisdom rating. Save vs terror. If failed, suffer 4d6 will damage; if successful, suffer 2d6 will damage. If reduced to zero will, the angel commands you to a service or task. In addition, test immediately on the Mortal Coil table.

Burning Sword of Justice: The angel strikes you down where you stand for daring to profane the Word of God. Subtract all remaining years, add 7d6 to gnosis and depart for the afterlife.





Lifepaths

Herein please find five seekers of wisdom and knowledge:
Exorcist, Jesuit, Occultist, Philosopher and Protestant Pastor.

EXORCIST

Exorcist	Req: Pastor	Base HP: —	Level HP: +1d2
	Saves: Terror, poison & plague		Age: 26+2d6
<i>Theologian</i>	Increase Theology skill rating by one.		
<i>Exorcist</i>	Increase Goëtia skill rating by one.		
<i>Theurgist</i>	Increase Theurgy rating by one.		
<i>Observer</i>	Increase Listen skill rating by one.		
<i>Lectio continua</i>	Increase Hebrew or Greek language skill rating by one.		
<i>Hallower</i>	+1 to hit with Threaten actions used against demons or the possessed and quoting Holy Scripture, up to a maximum of +5. Combine with Charisma modifier.		
Equipment	English edition of The Lesser Key of Solomon, crucifix, Saint Benedict medal, cassock, stole, alb, modest hat, plain leather shoes		
Names	Damian, Merrick, Benedict		

EXORCIST GNOSIS

Exorcists accrue 1d6 gnosis per starting level.

EXORCIST EXPERIENCE CONDITIONS

E	2nd	3rd	4th	5th	Fin	Presbyter	Experience Conditions
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>		Challenge the authority of Satan.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>		Successfully perform an exorcism.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>		Through your work expose a charlatan.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>		Expand your knowledge of demonology.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>		Make a deal with the Devil.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>		Repent.

JESUIT

Jesuit are Catholic priests who are members of a special order within the Church: The Society of Jesus. The Jesuits vow to:

- ☞ Elect their own general of their order and follow his laws.
- ☞ To serve the pope above all else.
- ☞ To save souls as commanded by the pope wherever he sends them.
- ☞ To set aside ambition and jealousy in their service.
- ☞ To act in kindness, gentleness, and the love of Christ.
- ☞ To educate children in the Christian faith.
- ☞ To be humble in all things.
- ☞ To live happily in holy poverty and without property or income.

Jesuit	Req: Catholic, Latin Base HP: 2d2 Level HP: +1d2-1 Saves: Terror, chance, poison & plague Age: 22+2d6
<i>Theologian</i>	Increase Theology skill rating by one.
<i>Mathematician</i>	Increase Mathematics skill rating by one.
<i>Astronomer</i>	Increase Astronomy skill rating by one.
<i>Studied</i>	Increase Latin and Greek skill ratings by one each.
<i>Linguist</i>	Increase French, Spanish, German, Japanese or Chinese by one.
<i>Lecturer</i>	+1 to hit with Educate actions when incorporating the teachings of Christ or the Society of Jesus into your argument, up to a maximum of +5. Combine with Charisma modifier.
Equipment	Black cassock, cincture, biretta, ferraiolo cloak, simple shoes, satchel, vial of holy water, <i>Ratio Studiorum</i> , rosary, Bible
Names	Ignatious, Francisco, Pelletier, Jerome, Claudio, Matteo, Alfonso, Diego, Nicolas, Peter, Simão

JESUIT GNOSIS

Jesuits enter the game with 1d6 gnosis per starting level.

JESUIT VOWS

Jesuit vows of poverty, humility and chastity have the following effects:

- ☞ -1 Precedence
- ☞ -1 Wealth rating
- ☞ All property and income sources aside from benefices are donated to the order.

JESUIT EXPERIENCE CONDITIONS

E	2nd	3rd	4th	5th	Fin	Jesuit Experience Conditions
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Pray in your hour of need.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Grant mercy or clemency to your enemies.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Educate another in the Mysteries of the Faith.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Convert another to Catholicism.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Be relied upon for a great mission by the Father General.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Found a new mission or Catholic community.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Advise the powerful in how to walk Jesus' path.

OCCULTIST

There is a mystery in the Word of God that underpins the natural and divine order. If one can learn the secret of this mystery, one can move a step closer to true divinity.

Occultist	Req: Latin	Base HP: 2d2	Level HP: +1d2-1
	Saves: Poison & plague, terror	Age: 21+1d10	
Astrologer	Increase Astrology skill rating by one.		
Necromancer	Increase Goëtia skill rating by one.		
Theurgist	Increase Theurgy skill rating by one.		
Studied	Increase Latin and Greek skill ratings by one each.		
Hermetist	+1 gnosis and gain a +1 bonus to read texts with hermetic topics.		
Discreet	Increase Sub Rosa skill rating by one.		
Starting Equipment	A tattered and worn grimoire, pen and ink, paper, threadbare cloak, holed boots, a golden signet ring		
Names	Agnolo, Marsilio, Heironymous, Jean, Abramelin, Henrichus, Agrippa, Dee, Jubertus, Hartlieb, Michael, Cornelius, Israel, Roger, Isidore, Johannes, Adene, Riccola ¹		

OCCULTIST GNOSIS

Occultists enter the game with 1d4 gnosis per starting level.

OCCULTIST KNOWLEDGE

In character creation, roll once per occultist level to determine what the occultist has found in their journeys. Grimoires are considered unread. Note that your occultist may lack the gnosis to summon demons or cast spells. But you will know for certain only if you make an attempt.

1 Occultists often take a Latinized name to demonstrate their power in the arts. Henri becomes Henricus, for example.

3d6 Knowledge

3	Arte Invisibilitatis (Necromantic spell)
4	Pseudomonarchia daemonum (Grimoire)
5	Vapula (Nomine daemonium)
6	Barmiel (Name of aerial spirit)
7	Iuro Vos Praesepulti (Necromantic spell)
8	Marbas (Nomine daemonium)
9	Liber Officiorum Spirituum (Grimoire)
10	Zohar (Grimoire)
11	Sentio Vos Exanimus (Necromantic spell)
12	Gamigin (Nomine daemonium)
13	Fasciculus Chemicus (Grimoire)
14	Artem obtinendum dignitatem et honorem (Necromantic spell)
15	Hec Clavis Plutonis (Necromantic spell)
16	Darochiel (Name of aerial spirit)
17	Shams al-Ma'arif (Grimoire)
18	Balam (Nomine daemonium)

OCCULTIST EXPERIENCE CONDITIONS

E	2nd	3rd	4th	5th	Fin	Occultist Experience Conditions
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Acquire a new libram, grimoire or spell.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Discover a hidden meaning, secret or code in the text of the Bible.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Bargain with a demon for personal gain.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Demand a demon protect the innocent.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Bind an angel to a mundane task.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Bind an angel to serve good and stop an unjust act.



PASTOR

A Calvinist, Lutheran or Anabaptist preacher tends to their flock in a manner different than their Catholic brethren. They claim no holy authority or primacy. Instead, their doctrine states that scripture alone is the final authority in all matters of faith. So a pastor is one among them who has extensively studied their Bible—in Latin, Greek and Hebrew—and is willing to stand before the congregation and teach.

Pastor	Req: Protestant	Base HP: 2d2	Level HP: +1d2-1
	Saves: Terror, chance, poison & plague		Age: 22+2d6
Theologian	Increase Theology skill rating by one.		
Shepherd	Increase Parley skill rating by one.		
Catechist	Increase Religion mentality rating by one.		
Copyist	Increase Latin skill rating by one.		
Lectio continua	Increase Hebrew or Greek language skill rating by one.		
Liturgist	+1 to hit with Educate actions when instructing on the primacy of the Holy Scripture up to a maximum of +5. Combine with Charisma modifier.		
Equipment	Bible, crucifix (pectoral cross), cassock, stole, alb, modest hat, plain leather shoes		
Names	Martin, Jehan, Cauvin, Luther, Chrysotom, Knox, Zwingli		

PASTOR GNOSIS

Pastors enter the game with 1d4 gnosis per starting level.

PROTESTANT SACRAMENTS

Protestant priests believe in the sacrament of baptism, and may also perform abjurations and exorcisms. Other prayers and sacraments are counter to their doctrine.

PASTOR EXPERIENCE CONDITIONS

E	2nd	3rd	4th	5th	Fin	Presbyter Experience Conditions
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Pray to God in your hour of need.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Challenge the authority of the filthy Papists.
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Educate another in the Mysteries of the Faith.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Find a solution to your troubles in the Bible.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Rely on faith alone to see you through a crisis.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Drive the Devil out of your flock.

PHILOSOPHER

Philosophers focus their studies on the Book of Nature, trying to tease out its secrets, so as to unlock the secrets of the Book of God.

Philosopher	Req: Latin	Base HP: 2d2	Level HP: +1d2-1
	Saves: Poison & plague, chance		Age: 20+2d10
<i>Astronomer</i>	Increase Astronomy skill rating by one.		
<i>Chymist</i>	Increase Chymistry skill rating by one.		
<i>Mathematician</i>	Increase Mathematics skill rating by one.		
<i>Studied</i>	Increase Latin and Greek skill ratings by one each.		
<i>Hermetist</i>	+1 gnosis and gain a +1 bonus to read texts with hermetic topics.		
<i>Logician</i>	Increase Decipher skill rating by one.		
Equipment	Spectacles, a pocket watch, a log book, pen and ink, ill-fitting clothing, a leather case containing tools and implements		
Names	Isaac, Leibnitz, Ashmole, Weyer, Maupin, Rene, François, Rotrou, Cyrano, Charles, Antoine, Melchior, Alain		

PHILOSOPHERS FORMULAE

In character creation, roll twice to determine which of the two following formulae the philosopher has already discovered:

2d8	Formulae		
2-3	Sweet Fragrance	10	Aqua Tofani
4	Willow Bark	11	Dust of Valerian
5	Genièvre	12	Antidote
6	Alkhest	13	Fumigant
7	Sympathetic Ink	14	Salt of Petra
8-9	Powder of Sympathy	15-16	Greek Fire

PHILOSOPHER GNOSIS

Philosophers enter the game with 1d4 gnosis per starting level.

PHILOSOPHER EXPERIENCE CONDITIONS

E	2nd	3rd	4th	5th	6th	Philosopher Experience Conditions
■	□	■	□	■	□	Find or invent a new chymistry formula.
□	□	□	□	□	■	Discover and read a new Latin or Greek text.
■	□	■	□	■	□	Use chymistry in an unintended way.
■	■	□	■	□	□	Write a novel opinion on a scientific subject.
■	■	■	□	■	□	Connect two seemingly unrelated phenomena into one hypothesis.
■	■	■	■	□	□	Trace a lineage from scientific fact to the divine.

Lifepath Skills

Please find here skills unique to these lifepaths and requiring explanation. The remainder may be found in Book 2.

Astrology

Charisma

The study of the stars, the sun, the planets and other celestial objects, their motions and qualities and how they affect one's mood, fortune and fate.

Astronomy

Intelligence

The scientific study of the stars, the sun, the planets and other celestial objects, their motions and qualities.

Chymistry

Intelligence

One employs this skill to mix recipes and purify elements. Chymistry formulae are listed in the eponymous chapter of this book.

Goëtia

Wisdom

Goëtia is the study and practice of magic and summoning demons. See the description in the Goëtia chapter of this book.

Hermetics

Wisdom

Hermetics is the theory that all is linked in a single divine order, and within that order all is connected: *Quod est inferius est sicut quod est superius. Et quod est superius est sicut quod est inferius, ad perpetranda miracula rei unius.* This skill grants +1 gnosis each time it is advanced as well as a +1 bonus to read texts listed with hermetics as a topic.

Theology

Wisdom

Theology is the understanding of the Word of God. This skill grants access to the prayers listed in the Theology chapter.

Theurgy

Wisdom

Theurgy is the study and practice of magic and commanding angels.

