The Imperial Age

Figure 154.

PRIMEUMATON
EAST

ANAPHAXETON

TETRAGRAMMATON

CHA

MI

EL

ALPHA

OMEGA

Master

NORTH

SOUTH

WEST

Imperial Age Magick

INTRODUCTION

The Imperial Age setting is designed to encompass a wide range of sub genres within a period setting. Some Game Masters will wish to incorporate the use of magic (or magick, to use the spelling proffered by Aleister Crowley) into their Imperial Age campaigns. The Imperial Age: Magick does not attempt to present a single magic system. Rather, it is meant as a tool kit for GMs to design the magick system that best suits their campaigns by mixing and matching numerous elements.

Modelling the esoteric occult beliefs of real world late 19th century practitioners of magick during in a game book would be a monumental task. Couple that with the depiction of magic from fiction set in the Victorian age, with faeries and other Things Man Was Not Meant To Know, and the task becomes down right impossible. Even though one might consider attempting the impossible entirely appropriate for a book that claims to be about magic, it is surely beyond this author's modest skills.

Therefore the efforts of The Imperial Age: Magick will be far more limited. This book is about creating a period feel for magick in an Imperial Age campaign, whether that involves faerie court intrigues in London, the private wars of occult secret societies, or even Oxford Dons fighting eldritch horrors; all within the context of the familiar and accessible d20 Magic System. The goal is to create a system that is specifically and inherently Victorian in tone, as opposed to Gygaxian, Modern, Egyptian, Atlantean, or whatever else has been presented elsewhere. To achieve that much-desired feel we are going to begin with a set of assumptions about what magick is.

Imperial
Age
Magick

by
Scott Carter
&
Walt
Ciechanowski

1. Magick has rules. One of the hallmarks of Victorian scholarship is the attempt to classify and systematize the world; it is during this era that we get Darwin's Origin of the Species and The Oxford English Dictionary, after all. It takes very little time spent reading the occult literature of the day to see that trend in the discussion of magick.   It is particularly noteworthy of English or Western Occultism that efforts were made during the Victorian era to systematize and structure the occult inheritance of the past. Within the context of the game, this idea of magical rules is expressed in the Four Laws of Magick, while the implication of levels of learning, already inherent in the d20 system, will be expressed through Magick Mastery feats (although a more traditional advanced class is also included as an option).

2. Magick is inherently about language. The origins of Victorian magick are found in John Dee's efforts to communicate with angels some 300 years earlier and the Enochian system that arose from it. Given this, combined with the Hebrew-based Jewish mysticism found in the Kabala and the Tarot, it is not surprising that any Victorian book of magick is filled with table after table of letters, numbers, and arcane symbols and sigils. In campaign terms that means that any practitioner must be educated, whether formally or informally, and have lots of Knowledge and Language skills; in fact, such are prerequisites for even the most basic of magical ability. This also relates back to some of the Four Laws of Magick already mentioned.

3. Magick requires effort.   Victorian occult literature makes it clear that the work of the practitioner is exactly that - work. The traditional fantasy spell caster that can toss around a certain number of fireballs every day by simple virtue of class and level is inappropriate in most Victorian settings. There may be some creatures, such as fey or demons, that can effortlessly cast spell after spell, but even these creatures should pay some sort of costs. Magick is neither innate nor easy; it is both an art and a science whose results are the product of study and struggle. Several options are presented to reflect this effort within the mechanics of the game.

4. Magick works because it works.   While it may seem somewhat contradictory to the aforementioned efforts to systematize magical studies, almost all the late Victorian writings on magic emphasize results over explanation. Aleister Crowley himself says:

"In this book it is spoken of the sephiroth and the paths, of spirits and many other things which may or may not exist. It is immaterial whether they exist or not. By doing certain things, certain results follow; students are earnestly warned against attributing objective reality or philosophical validity to any of them."

Again, from its origins in Dee's Enochian tables, the discussion of western occult magick is largely involved with communicating with other worldly beings. These beings may be demons, angels, faeries, the dead, or even from spirits somehow created by the practitioner himself. In this respect western occult magick is closer to divine magic in standard fantasy roleplaying games than it is arcane, in so much as magic is accomplished through the agency of another being. No matter how a GM, or a practitioner for that matter, explains magick, the most common, and perhaps best, explanation is "it worked because it worked.."
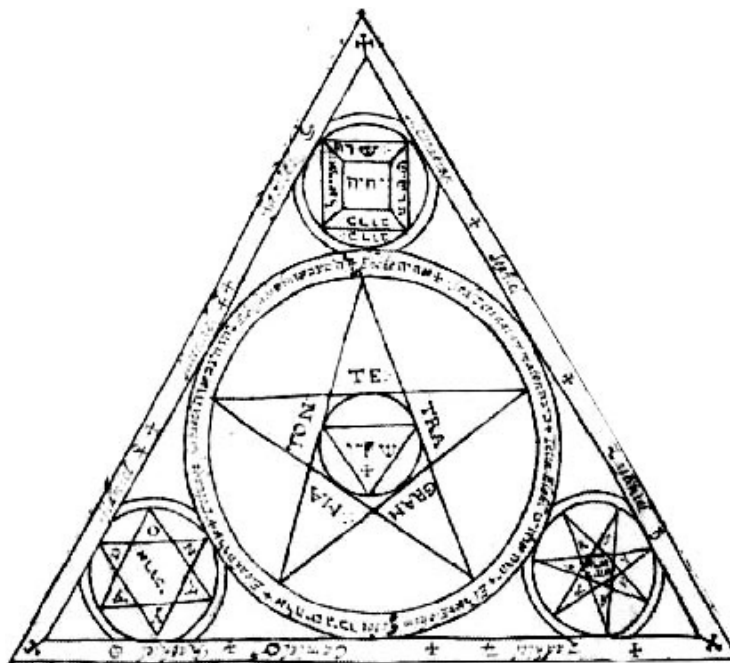
Chapter One: Practicing Magick

From Victorian literature and actual occult practice to later fiction set in a Victorian age, depictions of magic are varied. This chapter presents several magical styles for the Game Master to choose from when creating an **Imperial Age: Magick** campaign. By combining the three main Practices and the three main Prices offered in Chapter Two, a GM has a total of nine options from which to choose, each scalable to suit the power level of the campaign.

The **First Practice** is the most familiar to players, more closely resembling the standard d20 magic system than the others. If the campaign does not revolve around magic and occult intrigues, but rather simply uses magic as one of many campaign elements, this may be the best choice.

The **Second Practice** reflects the idea that learning and using magick is difficult, but once mastered can have a wide range of applications. This skill-based system is good for a campaign in which there is a greater emphasis on the discipline or talent needed to learn magick and the risks of using it.

The **Third Practice** is similar to the second, but makes magickal practice a narrower set of abilities, limiting a practitioner's powers to a few schools of magick. This is most appropriate for campaigns involving multiple sources of magic (esoteric occultism, faith, fey, demons, etc.), each of which can have its own unique flavour.

The GM will want to make some decisions about the game he wishes to run before employing any of the Practices. He should also make an effort to communicate those choices clearly to the players before the game begins so that they may modify their expectations appropriately.

First, the GM must determine the overall magick level of the campaign. If a high magick setting is desired, the GM should make the Magick Mastery feat(s) described below available as a bonus feat for Smart, Dedicated, and Charismatic Heroes. If a lower magick level is desired, then either limit Magick Mastery to an advanced class (such as the Hermetic Disciple), or allow the feat to be taken only when a PC would be allowed to choose a feat at a higher character level. PCs should not be allowed to take more than one Magick Mastery feat per level; a human PC should not be allowed to take two Magick Mastery feats at first level, for example.

It should be noted that if a PC is allowed to take Magick Mastery feats as both class based bonus feats and character level bonus feats, a focused character will be able to cast the highest spells available by around 12th level. Thus GMs may wish to limit it to one or the other. The best way to limit this progression, however, is to set in-game prerequisites as discussed below. Another simple way is to set a minimum level requirement per Magick Mastery (see sidebar "Magick Mastery and Power Levels"). A GM may also limit the number of times a PC can take a Magick Mastery, setting the cap for PC magick at 5th or 7th level spells for example.

MAGICK MASTERY & POWER LEVELS

Allowing PCs to take Magick Mastery feats (described in each Practice) as class bonus feats and as character level bonus feats will result in an extremely high level of magick past the mid-levels of play. To limit this GMs may wish to set a Minimum PC Level for the number of Magick Mastery feats available, based on the prevelance of Magick in the campaign (Low, Common or High).

Magick Mastery	Minimum PC Level		
	Low Magick	Common Magick	High Magick
1	3	1	1
2	6	3	3
3	9	6	5
4	12	9	7
5	15	12	9

Next, the GM must determine the types of magick he wants in the campaign. Tailoring the available spells and spell lists to the campaign can achieve a wide variety of effects. The simplest method is to assign a spell list to each of the three primary spell casting attributes as in standard d20 fantasy games. Alternatively the GM can work with the player to select spells at each level that are suitable for the campaign and the character. If the GM wishes a game of subtle magicks, then most evocation spells should be banned, whereas an investigative campaign could be ruined by high-level divination spells. If fey creatures are the source of magick, nature and enchantment spells are most appropriate. On the other hand, if angels and demons are the source of occult lore, the GM may wish to emphasize conjuration or evocation spells.

Finally, the GM needs to determine what in-game prerequisites a PC may need to achieve, if any, to take a new Magick Mastery feat. For example, if the PC is a member of a Secret Society, that group may have its own levels of membership and its own rites and rituals involving advancement. Such a PC would need to complete in-game objectives to be allowed to take a new Magick Mastery. Alternatively, GMs may require a PC to have a particular mentor or access to an occult library to gain new Magick Mastery feats. Unless the GM intends to run a campaign focused around the activities of magick wielding PCs, it is best to make any such prerequisites easily attainable by the PC, or have no additional prerequisites at all.

Unless where specifically noted, the systems described in this chapter function exactly as do F/X abilities in the core rules.
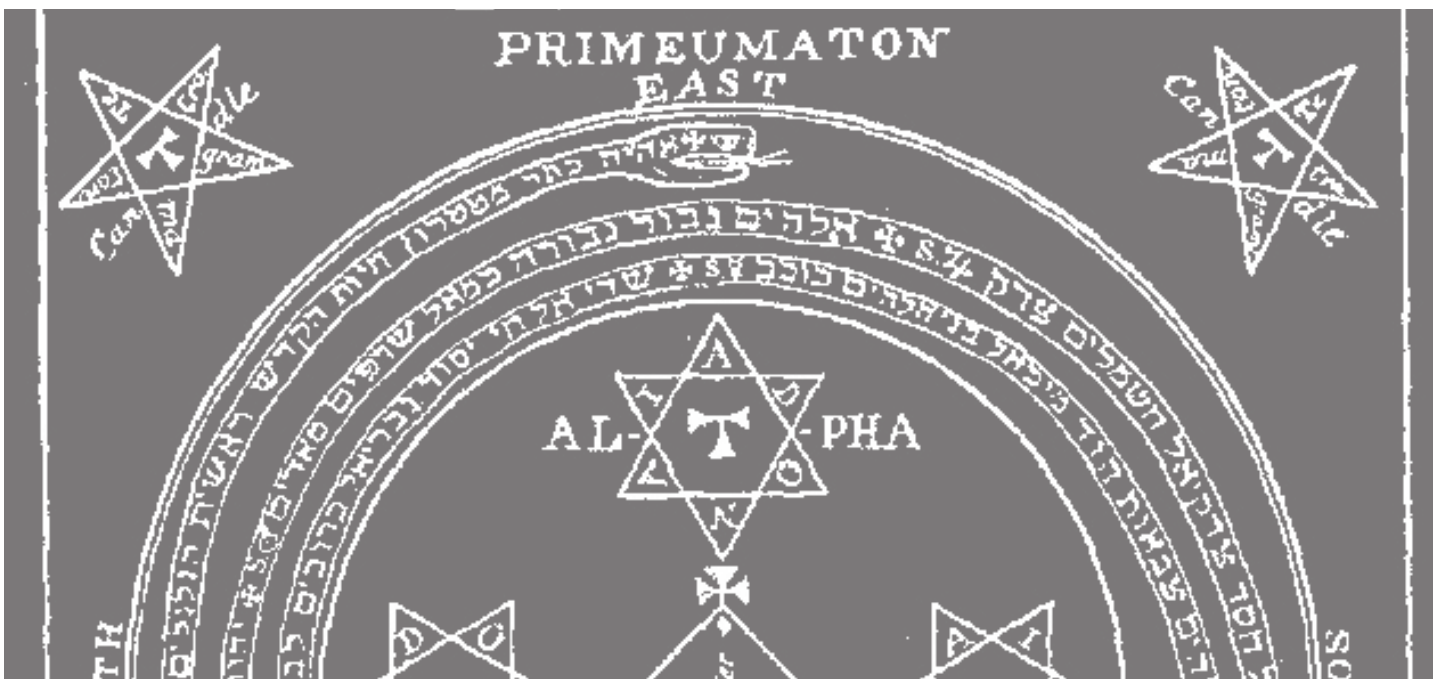
THE FIRST PRACTICE

The average game based on the core F/X rules places spell casting out of the range of first level characters, restricting its use to Advanced Classes. GMs in some Imperial Age campaigns will want to allow PC spellcasters much earlier, but otherwise not alter the way d20 Modern F/X works. This is the First Practice of magick.

Magick Mastery [Magick, First Practice]

Your mastery of magick increases as you learn new and more powerful spells.

Prerequisite: To learn or cast spells you must have a score in your primary casting ability equal to at least 10 + your new Magick Mastery, at least an 11 the first time you take the feat. The GM may impose other prerequisites as suitable for the campaign.

Benefit: The first time you take this feat you gain the ability to cast spells. Begin by choosing a primary casting ability: typically Intelligence, Wisdom, or Charisma. Based on this selection the GM may provide you with an appropriate spell list.

You receive 4 0-level spells and 2 1st level spells the first time you take this feat. With each additional feat you gain access to a new level of spells (thus the second time you take it you gain access to 2nd level spells and so forth) and you learn 2 additional spells of any level spell you can access. You may also learn additional spells through study at the discretion of your GM. To do so, you may make a level check + your primary casting ability modifier against a DC of 15+ the spell's level. To learn a spell in this manner requires a number of hours of uninterrupted study equal to the spell's level, with a minimum of one hour.

The Price per spell, as determined by the GM, limits your number of spells per day. Your caster level is equal to your character level for all level dependent effects. The Difficulty Class for a saving throw against your spell is 10 + the spell level + your primary casting ability modifier.

You may take this feat multiple times. Check with your GM before doing so.

This Practice is the least risky of the three main Practices, because it requires no skill checks, and thus the PC does not risk paying the cost of the spell to no effect.

THE SECOND PRACTICE

The Second Practice takes a step away from the traditional spell casting system and instead employs a spell casting skill called **Magick.**

Each time the PC wishes to cast a spell, the player makes a Magick skill check against the casting DC of the spell and pays whatever Price is required. If successful the spell is cast as normal, and any additional rolls such as ranged touch attacks for ray spells are made. Typically nothing happens if the spell fails, although the GM may require some or all of the Price to be lost and may employ the "Spell Failure" optional rules in some campaigns (see "Spell Failure" sidebar). The consequences of failing a Magick check should be established at the beginning of the campaign and applied equally throughout.

In addition to the choices discussed above regarding the types of spells available in a campaign, the GM must also set the casting DC for each spell when using the Second Practice. Most spells use the Average Casting DC progression indicated on the table below. A GM may wish to make some spells or types of spells more common in a campaign, in which case he would use the Easy progression on the table. Spells that the GM does not want to restrict outright, but does want to severely limit should follow the Hard progression.

The simplest, and recommended, method for applying these levels is to set them per school, but if the GM wishes he may apply the Casting DCs on a spell-by-spell basis, or based on other categories of spells as determined by the campaign (such as nature spells or combat spells).

	Spell Difficulty					
Spell Level	0	1	2	3	4	5
Easy DCs	10	13	15	17	19	22
Average DCs	15	18	20	22	24	27
Hard DCs	20	23	25	27	29	32
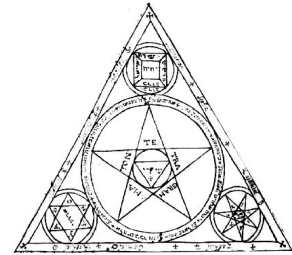
Assuming that a PC who wishes to focus on spell casting sets a high primary casting ability score bonus and puts the maximum possible skill ranks into the Magick skill at every level, she will succeed at Easy spells about 75% of the time, Average about 50% of the time, and Hard spells about 25% of the time when casting the spell as a standard action. However, as noted below and in Chapter 3: The Laws of Magick, there are many things a Practitioner of Magick can do to increase her chances of success.

Magick Mastery [Magick, Second Practice]

Your mastery of magick increases as you learn new and more powerful spells.

Prerequisite: To learn or cast spells you must have a score in your primary casting ability equal to at least 10 + your new Magick Mastery, at least an 11 the first time you take the feat. The GM may impose other prerequisites as suitable for the campaign.

Benefit: Magick, which you can use to learn and cast spells, is a permanent class skill for you. Each time you take this feat the maximum DC for a spell that you can learn or cast increases based on the table below.

Magick Mastery	1	2	3	4	5
Max Spell DC	18	20	22	24	27

The first time you take this feat you know 6 spells with a DC less than or equal to 18. Each additional feat grants 2 additional spells with a DC less than or equal to your maximum. You may also learn additional spells as described in the Magick skill when you have the opportunity to do so.

Magick (Int, Wis, or Cha see below) *Trained Only*
Use this skill to learn and cast spells.

Check:
Learning Spells: Learning a spell requires a number of hours of uninterrupted study equal to the spell's level. At the end of that time you make a Magick check against the spell's casting DC. If successful you have learned the new spell. If the check fails you cannot learn the spell at this time, but may try again once you have added at least 1 rank to the Magick skill or when circumstances have sufficiently changed as determined by your GM. A GM may require access to in-game elements such as tomes, scrolls, or NPC mentors to learn a spell.

Casting Spells: You may use the Magick skill to cast spells. When you put your first rank into this skill you must permanently determine your primary casting ability from Intelligence, Wisdom, or Charisma. All checks using this skill are modified by the chosen ability. This choice also effects how far you can advance along the Magick Mastery feat tree.

To cast a spell, choose a spell you know and make a check against the spell's casting DC and pay the Price to cast the spell. If the check succeeds the spell is cast as normal. If the check fails there may be additional consequences. Casting a spell in this manner is a standard action. You may choose to take a full round action, moving no more than 5 feet and taking no additional actions, and gain a +2 bonus to your Magick check. You may make an extended check, gaining an additional +2 bonus for each full round you delay your spell and take no action other than a 5-foot step. Other circumstances may modify this check, particularly the application of the Laws of Magick. You need not prepare your spells ahead of time, and may attempt to cast any spell you know at any time. For level-based effects your caster level is

equal to your character level. The DC of any saving throw is equal to the casting DC.

Modifying Spells During Casting: You may attempt to modify a spell as you cast it. Doing so increases the DC and Price to cast the spell as if it were a spell of a higher level.

Spell Alteration	DC Increase
Empower Spell (Increase variable numeric effects by +1/2)	+6
Enlarge Spell (Double the range or area of a spell)	+3
Extend Spell (Spell's duration is doubled)	+3
Hardy Spell (Saving throw for the spell is increased by the increased DC)	varies
Reach Spell (You increase a spell's range from "touch" to "30 ft.")	+6
Maximize Spell (All variable numeric effects are maximized)	+9

Identifying spells: Magick can be used in place of Spellcraft to identify spells and magickal effects. See "Old Skills" below.

SPELL FAILURE

When using either the Second or Third Practice it is possible to fail to cast a spell. Typically this means that nothing happens. However, particularly when using the "It Always Costs" Price option below, miscasting magick can have unintended and even disastrous effects. At the beginning of the campaign a GM should determine when these effects apply: never, always, or only on a critical failure. When a PC fails or critically fails a skill check to cast a spell roll a d20 and consult the table below. If any result would not make sense within the circumstances ignore it and roll again.

D20 Result	Effect
1	Miraculously the spell succeeds, although the caster is sure she did something wrong
2 -3	The spell discharges in a harmless shower of lights, sounds, or scents, but otherwise does nothing.
4 -5	Another spell of the same level that the PC knows is cast instead with the same target, GM's discretion.
6 -7	The spell is cast, but targets someone or something else at random, GM's discretion.
8 -9	The spell is cast, but has the opposite of the intended effects: healing spells harm, attacks heal, spells intended to reveal hide, spells intended to obscure attract attention, etc.
10 -11	The spell fails, but the magical energies attract a creature or creatures, whose total HD is equal to the spell's level, to the caster within 1d20 hours or as appropriate.
12 -13	The spell negatively impacts the environment, causing severe unnatural weather and mutating mundane plants and animals into monstrous versions that may attack the caster, her allies, or her enemies at random.
14 -15	The spell ages the caster a number of years equal to 2x the spell's level, minimum 2 years. Roll again, ignoring this result.
16 -17	The spell energies gathered discharge in a brilliant flash of light that deals damage to the caster equal to 1d6 per spell level.
18 -19	The spell deals damage to the caster's primary spell casting ability score equal to the spell's level.
20	The caster ages one age category, experiencing all of the positive and negative effects of such a change.

The Third Practice

The Third Practice shares the basic mechanic of the Second Practice, casting spells is skill-based and limited by Magick Mastery feats. However, unlike the Second Practice, the Third Practice focuses on employing certain types of magick to the exclusion of others. In the Third Practice, each of the schools of magic (e.g. evocation, necromancy) is a separate skill. Practitioners may choose to specialize in just one school, spending all of their efforts to master one type of magick, or may branch out into multiple disciplines, sacrificing power for versatility. The student of the Third Practice learns that all spells of a school are basically the same and that with time and practice none of them are beyond her reach.

The Third Practice is especially useful in a campaign where the GM wants magic to be diverse or wants to emphasize certain types of effects.   For example, in a game of subtle magicks and occult intrigues the GM may want to make only the schools of Abjuration, Enchantment, Divination, and Illusion available to PCs. Alternatively, the GM may choose to set the difficulty of each school at Easy, Average, or Hard (see Spell Difficulty table) to encourage or discourage their use in a campaign.

Since PCs are likely to only specialize in one or two schools, the GM is encouraged to make sure they have a sufficient range of spells available to them.   Alternatively, the GM may wish to create his own schools based on other criteria (e.g. a Combat school) or allow Divine spells to be included in the schools. When incorporating spells from other sources, the GM should be careful to keep school balance in mind.

(School) Magick Mastery [Magick, Third Practice]

Your mastery of magick within your chosen school increases as you learn new and more powerful spells.

Prerequisite: To learn or cast spells you must have a score in your primary casting ability, dependent on school, equal to at least 10 + your number of Magick Mastery feats. The total must be at least an 11 the first time you take the feat. The GM may impose other prerequisites as suitable for the campaign.

Benefit: The first time you take this feat you gain one of the eight schools of magick skills as a permanent class skill. Thereafter, each time you take this feat you choose to apply it to either the same skill or to add a new school skill as a permanent class skill. Thus a character could have Illusion Magick Mastery 3, Evocation Magick Mastery 2, and Abjuration Magick Mastery 1, with each of the respective skills being subjected to a maximum spell casting DC as indicated on the table below.

Magick Mastery	1	2	3	4	5
Max Spell DC	18	20	22	24	27

Each time you take this feat you know all the available spells of your chosen school whose level is equal to or less than your Magick Mastery. If you have discovered new spells of your school of a lower level during play since the last time you took this feat you may add them to your list of spells known at the GMs discretion.

Third Practice Skills:

Each of the eight School skills is based on a different ability score, but basically function the same. Additional ranks in each school have secondary consequences.

Abjuration (Int) *Trained Only*
Use this skill to cast and detect spells of the Abjuration School. Abjuration, or Warding, spells are spells of protection. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the subject of the spell to another plane of existence.

Skill Boon: Once per day you may spend an action point to receive a +1 bonus to Defence for every 5 ranks you have in this skill. This bonus lasts for 1 minute.

Conjuration (Cha) *trained only*

Use this skill to cast and detect spells of the Conjuration School. Conjuration is a broad school, allowing a practitioner to bring manifestations of objects, creatures, or some form of energy to you, actually transport creatures from another plane of existence to your plane, heal, transport creatures or objects over great distances, or create objects or effects on the spot. Creatures you conjure usually, but not always, obey your commands.

Skill Boon: Once per day you may spend an action point to gain 1 point of energy resistance (either acid, cold, electricity, fire, or sonic) for every 5 ranks you have in this skill. This effect lasts for one minute.

Divination (Wis) *trained only*

Use this skill to cast and detect spells of the Divination School. Divination spells enable you to learn secrets long forgotten, to predict the future, to find hidden things, and to foil deceptive spells.

Skill Boon: For every 5 ranks in this skill you possess you gain a +1 insight bonus to Spot and Listen checks.

Enchantment (Cha) *trained only*

Use this skill to cast and detect spells of the Enchantment School. Enchantment spells affect the minds of others, influencing or controlling their behaviour. All enchantments are mind-affecting spells.

Skill Boon: For every 5 ranks you have in this skill you gain a +1 magical bonus to Will saves against magical effects.

Evocation (Int) *trained only*

Use this skill to cast and detect spells of the Evocation School. Evocation spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

Skill Boon: For every 5 ranks you have in this skill you gain a +1 magical bonus to Reflex saves made to avoid damage from a spell.

Illusion (Cha) *trained only*

Use this skill to cast and detect spells of the Illusion School. Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened.

Skill Boon: For every 5 ranks you have in this skill you gain a +1 insight bonus to Bluff and Sense Motive checks.

Necromancy (Wis) *trained only*

Use this skill to cast and detect spells of the Necromancy School. Necromancy spells manipulate the power of death, unlife, and the life force. Spells involving undead creatures make up a large part of this school.

Skill Boon: For every 5 ranks you have in this skill you gain a +1 bonus to Fortitude saves against poison and magical effects.

Transmutation (Cha) *trained only*

Use this skill to cast and detect spells of the Transmutation School Transmutation spells change the properties of some creature, thing, or condition.

Skill Boon: For every 5 ranks you have in this skill you gain a + 1 insight bonus to Disguise and Hide checks.

(All Magick Skills)Check:

Casting Spells: To cast a spell, choose a spell you know, make a School skill check against the spell's casting DC, and pay the Price to cast the spell. If the check succeeds the spell is cast as normal. If the check fails there may be additional consequences. Casting a spell in this manner is a standard action. You may choose to take a full round action, moving no more than 5 feet and taking no additional actions, and gain a +2 bonus to your School skill check. You may make an extended check, gaining an additional +2 bonus for each full round you delay your spell and take no action other than a 5-foot step.

Other circumstances may modify this check, particularly the application of the Laws of Magick.   You need not prepare your spells ahead of time, and may attempt to cast any spell you know at any time. For level-based effects your caster level is equal to your character level. The DC of any saving throw is equal to the casting DC.

Detect Magick: You may use your School skill to detect magick of that School, and only that School, as if through the use of the spell Detect Magick. Doing so first requires a School skill check; your roll determines the strongest magick aura you can detect. Use the School skill, rather than Spellcraft, to identify the spells in place.

Modifying Spells During Casting: You may attempt to modify a spell as you cast it. Doing so increases the DC and Price to cast the spell as if it were a spell of a higher level.

Spell Alteration	DC Increase
Empower Spell (Increase variable numeric effects by +1/2)	+6
Enlarge Spell (Double the range or area of a spell)	+3
Extend Spell (Spell's duration is doubled)	+3
Hardy Spell (Saving throw for the spell is increased by the increased DC)	varies
Reach Spell (You increase a spell's range from "touch" to "30 ft.")	+6
Maximize Spell (All variable numeric effects are maximized)	+9

ARMOUR AND SPELLCASTING

Casting arcane spells in armour can have consequences. In the First Practice, apply the normal percentages for casting arcane spells in armour (see p.318 of the core rules). For the Second and Third Practices, casting checks made while in armour have their DCs increased by +1 for every 10% of arcane spell failure chance.

A FOURTH POSSIBILITY: INCANTATIONS

Some d20 Modern supplements include a form of ritual magick known as Incantations. GMs who wish to limit any of the above options to low or mid-level spells might consider allowing higher-level spells to be cast through the use of Incantations.

Invocations alone would especially appropriate for a very low magic occult horror Imperial Age setting in which evil cultists attempt to summon eldritch demons. Incantations could also serve in a campaign as a way for non-practitioner characters to access magickal effects.

Chapter Two: The Price of Magick

All magick comes with a cost, a price that must be paid by the spell caster to energize her spell. The GM should choose a Price that is most appropriate for the style of campaign he wishes to run. Generally, the greater the Price the less common actual spell casting will be in a campaign. In Practices that use a skill check to cast spells it is recommended that the Price still apply even if the spell fails. However, GMs who wish to encourage spellcasting can reduce the Price for miscast spells to half or none.
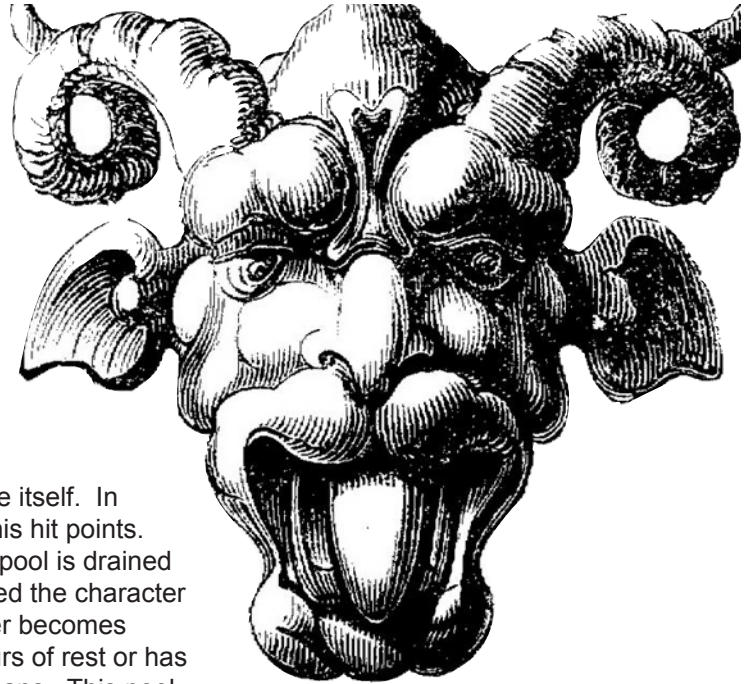
First Price

Magick drains a practitioner of energy, of the very stuff of life itself. In this system the magick user has a pool of energy equal to his hit points. Each spell cast drains this pool, affecting the caster. If this pool is drained by 50% the character becomes fatigued, after 75% is drained the character is exhausted. If the pool is completely drained the character becomes unconscious and cannot be revived until she has had 8 hours of rest or has had her hit points restored through magical or mundane means. This pool is restored whenever the character regains hit points, by an equal amount, or through 8 hours of uninterrupted rest. During that time the character need not sleep, but may not take any actions that may be mentally, physically, or spiritually taxing.

There are four ways to apply drain:

Option 1: Each spell costs a number of points of drain equal to its spell level, with two 0-level spells costing 1 point of drain. This is the cheapest option for spell casters, and the one most likely to encourage the use of magick in a campaign.

Option 2: Each spell costs 1d4 points of drain per spell level, with 0-level spells costing 1d2 points of drain. This is a good standard for a campaign with "average" spell casting. Many low level spells can be cast, but higher-level spells will still be a risk.

Option 3: Each spell costs 1d6 points of drain per spell level, with 0-level spells costing 1d3 points of drain. At low levels this will mean that PC magick users likely only cast one spell a day, and only when necessary. At higher levels, PCs may choose to risk casting multiple low level spells, but will save higher level spells as a means of last resort.

Option 4: This option produces a sliding scale for the price of magick. 0 to 2nd level spells cost 1 point of drain per level, 3rd thru 6th level spells cost 1d4 points of drain per level, and 7th thru 9th level spells cost 1d6 points of drain per level. This option encourages the casting of low level spells, while keeping higher-level spells rare.

Second Price

Similar to the First Price, this system is also based on the idea that spells are cast using the caster's own energies, but at a higher cost. Rather than draining a pool of energy, spells damage the caster's abilities. Spells cost 1 ability point per spell level, with 0-level spells costing the same as 1st level spells. To mitigate this, GMs may allow PCs to ignore a number of points of ability damage per day equal to their number of Magick Mastery feats. Thus a PC with Magick Mastery 5 might choose to ignore 1 point of ability damage on the first spell she casts in a day and another on her second spell and then 3 points on her last spell, paying the difference in ability point drain.

In most cases, damage should apply to a PC's Strength, making them weaker and weaker with each spell cast. GMs

may apply the damage to other ability scores, making spellcasting even more dangerous. Point losses in Constitution will mean that a PC pushes herself toward death each time she casts a spell. Magick use could affect a PC's mental state, damage can apply to Intelligence, Charisma, or Wisdom (or all three). As always, the GM should make clear to the players how he will apply drain during character creation, as it will affect game balance.

A word of caution is necessary. Reliance on a single ability score for drain tends to create a disproportionate amount of practitioners with a high score in that ability. Using Strength exclusively, for example, will increase the amount of physically strong practitioners. To dissuade this, a GM may wish to drain a number of ability scores and randomly determine which one gets drained.

Third Price

In more fantastical settings, magick draws from the ambient energy of reality (manna). In this setting, a Practitioner applies manna to his spells first, before spending any of his own reserves. Each spell costs 1 point of manna per spell level, with 0-level spells costing the same as 1st level spells. How this cost is paid depends on where the spell is cast.

Every environment has a Manna Rating (MR) of 0 though 9. Spells whose costs are equal to or less than the Manna Rating of the environment can be cast for free. Spells whose costs exceed the Manna Rating of the environment have their costs reduced by the MR. The remainder of the cost is paid by the spell caster.   This remaining cost may be applied in one of three ways.

Option 1: Additional costs are paid via the First Price described above.

Option 2: Additional costs are paid via the Second Price described above.

Option 3: A Practitioner has a reserve of personal Manna energy equal to her Charisma modifier plus her Wisdom modifier. This can be used to pay the manna cost for spells, but once it is gone it takes 8 hours of uninterrupted rest for the pool to regenerate. At the GM's discretion other things may increase this pool. This option is best for high magick and high fantasy settings.

Ley Lines and Nodes and Manna Ratings

When using the Third Price, GMs may wish to vary the level of magick from place to place in their world. There are several ways to do this. First establish a baseline for the world. This baseline represents the manna normally available in a particular location on that world. A baseline of 1 or 2 is good for a relatively normal world, while magical dimensions may have a baseline all the way up to 9. Ley Lines, energy fields that crisscross the globe, add +1 to this baseline. The width of these lines can fluctuate both from line to line and within one line depending on place and time. An average line affects an area about 30 feet wide and can be infinitely long.

Places where 2 or more lines intersect create a localized region known as a node. Nodes increase the baseline by +2. Thus a practitioner in a world with a base MR of 2, who was standing in a +2 node would be in a MR 4 field and could cast spells up to 4th level with no cost at all. Average nodes create an increased manna field with a 90-foot radius. Larger nodes, found on holy or mystical sites, can create a much more powerful bonus and be the size of an entire city.

PCs can detect Ley Lines with a DC 25 Knowledge (arcane lore), Knowledge (theology and philosophy), DC 15 Spellcraft, or another campaign-appropriate skill check and the appropriate tools, such as an Arcane Theodolite (see Chapter Three), a divining rod made of wood or metal, or other supernatural tools. Nodes are easier to find, needing a DC 20 check (or DC 10 Spellcraft). The DC to detect a node decreases by –2 for every +1 MR bonus it grants above +2.

To emphasize the flavour of a campaign, GMs may wish to have Ley Lines and Ley Nodes apply their bonuses only to certain types of magick. This can be limited by school or other descriptors like good, evil, fire, cold, wind, water, earth, etc.

Chapter Three: The Laws of Magick

There are four Laws of Magick that govern all spellcasting in the Imperial Age Magick system. GMs are encouraged to think about how these laws impact their campaign setting, while players should work to incorporate them into a PC practitioner's regular routine. Application of these laws depends on both the particulars of the campaign and the Practice and Price system the GM has selected. All of these laws may have specific applications in a campaign beyond those discussed here.

The Law of Names

Names have power. To know someone's name is to understand who and what that being is. Understanding brings control; the more that is known about a subject the easier it is to exercise control over it. Knowing the complete or true name of an object, being, or process gives complete control over it. This works because a name is a definition as well as a link to that being. A being's birth name, the name bestowed upon that individual by parents or other people of authority or that person's legal name, provides only a minimal amount of control over the being. Secret names, often chosen or bestowed upon Practitioners in occult orders or certain mystical traditions, reveals something about the being's inner nature and focus. In some cultures secret names are given to children at a certain point in their life to help protect them from evil spells and spirits. Finally, true names are the word or words that define beings of magic such as angels, demons, and fey. These beings closely guard their true names, but may give out fragments of it to favoured servants or allies. Typically, ordinary humans do not have true names, but humans with an inhuman heritage may.

The effects of the Law of Names and the Law of Familiarity do not stack. They are separate applications of the same fundamentals of magick.

First Practice application:
Incorporating a being's name as part of the verbal components for casting a spell may be absolutely necessary in the case of conjuring or divination spells. For example, summoning a demon might be difficult without knowing its proper titles, but controlling that demon without its true name would be impossible. If a spell targets a creature and allows a saving throw, incorporating the being's birth name increases the save DC by +2, using the secret name by +3, and the entity's true name by +4. Conversely, if the spell heals or otherwise provides a boon to a targeted creature then the spell is more powerful if the Law of Names is applied. Using the being's birth name has no effect, but using her secret name increases the effective caster level of the spell by 1. Using the subject's true name increases the caster level of the spell by 2. This also applies to spells that the practitioner casts on herself. Thus, while having a secret name or a true name might entail certain risks should that name become known to one's enemies; having such a name can greatly aid the character when used carefully.

Second and Third Practice Application:
Applying the Law of Names to the Second or Third Practices makes spells easier to cast. Birth names lower the casting DC by –2 and Secret names by –4. Typically beings with True Names have one syllable or name per hit die (see sidebar "Acquiring a Secret or True Name"). For each syllable of the being's true name used as a verbal component in casting a spell targeting it, the DC is decreased by –4 for the first syllable and –2 for each additional syllable. This might allow low-level characters to summon powerful beings, but doing so without that being's consent or without proper safeguards in place can lead to disaster.

ACQUIRING A SECRET OR TRUE NAME

Most magick practitioners have at least a few names, and magickal beings may have many. A human spell caster will have been given a birth name through the usual means. In even a moderately historical Imperial Age setting this is most likely a Christening name. Next they will have a surface name, often a nickname given in childhood or a pseudonym chosen by the practitioner to prevent misuse of his birth name. This surface name does not grant any special magickal knowledge, but can be a key to finding out the person's birth name or secret name. Most magick practitioners will also be given a secret, or ritual, name when inducted into an occult society or by a mentor when they first begin to learn the secrets of the art of magick. Others may receive a secret name in a vision or dream. Typically this name reflects some aspect of the practitioner's inner power and self-knowledge, and is frequently taken from mythology and nature. One might be Artus, another Athena, Corbie, Grendle, Rat's Tooth, Turtle, Agamemnon, or Dracus. Since these names are often either chosen or bestowed, they should say something about the character's personality, goals, or past.

Humans almost never have true names. Magickal beings always do. For each hit die (HD) the being has, it has one syllable of a true name. These syllables are words or parts of words in the creature's native language, and these words are generally descriptive of the being. A simple dryad in Hyde Park might have as her True name "Soft Long Leaf" in the fey tongue, be called Jane Willow if encountered by humans but be known to the other dryads as Willow by Water's Edge. A typical breathsnatcher demon would have a fiendish true name that was six syllables long, but one that had risen in the hierarchy of hell might have one that was ten or twelve syllables long. Humans who have the blood of supernatural beings, such as aasimar or changeling may also have true names. These names are usually shorter than their inhuman kin's, having one syllable of true name for every 4 HD for a thin bloodline or a syllable for every 2 HD where the lineage is stronger.

Being able to speak the language of the creature is not required when employing a true name, but it helps. Practitioners who employ a true name without being able to speak the appropriate language run the risk of misspeaking the name. There is a cumulative 5% chance per syllable that such an event might occur. Should the name be misspoken it could have any of the following results: the spell fails as if miscast; the spell works but affects the wrong creature; or the spell could work and affect the correct creature, but in the case of summoning spells that creature becomes hostile toward the practitioner for the insult of misspeaking its true name.

THE LAW OF CONTAGION

The Law of Contagion states that objects or beings in physical contact with each other continue to interact after separation. The more intimate the contact the closer the connection.

Affecting an object that a person or other being has been in close contact with can allow a practitioner to better affect that person or being when using the item as material components in a spell. The best such materials are those directly taken from the being's body, but objects such as clothes, bed sheets, watches, keys, or other things that would have had close and extended contact with the skin will also work.

However, objects that have been touched by many people, or only touched infrequently by a subject will not work. That means that coins from someone's pocket or even a book from his or her library would not normally work as a contagion point, but an antique coin that was always carried in his pocket as a mystic focus or his personal copy of his favourite book that he has read a hundred times might.

In most cases a DC 15 Knowledge (arcane lore), Magick, or other skill as appropriate can let a Practitioner determine whether or not an item is suitable to be used as a spell component and its general range of effectiveness. However, the DC could be greater if the GM determines that a character simply does not have enough information about a subject or the object in question to determine the object's usefulness with absolute certainty.

Level of Connection	Examples
Very Strong	Hair or nail clippings, blood and other bodily fluids, a body part
Strong	Sheets from the bed the character slept in the night before, clothing or accessories recently worn, personal effects carried everyday
Moderate	Clothing or personal effects that have not been touched in several days, a cup or plate that has not been cleaned since it was used
Weak	Personal effects that have not been touched, worn, or used in over a week, a letter addressed to the subject that was read and discarded
Very Weak	Dirt from the house where the subject grew up, a relatively unused item from the person's home

The Law of Contagion does not apply to any spell that has a range of self or touch.

First Practice Application:

Spells that target a subject at a distance, such as some Divination spells, typically require an item of Moderate or stronger connection to work at all. Otherwise, incorporating objects through the Law of Contagion increases the DC of any saves versus the spell. A component with a Very Strong connection increases the Save DC by +8, a strong by +6, a Moderate connection by +4, and a Weak connection by only +2. A Very Weak connection provides no increase to the saving throws, but at the GM's discretion including such a component may allow a spell that would otherwise not work at all to have a slim chance of success.

Second and Third Practice Applications:

Incorporating material components to a spell when applying the Law of Contagion can greatly increase a spell's chance of success. The use of objects with a Very Strong connection grants the caster a +8 bonus to the casting check, +6 for Strong, +4 for Moderate, +2 for Weak, and a +1 bonus for a Very Weak connection.

THE LAW OF SIMILARITY

The Law of Similarity states that things that share an outward physical appearance share a common essence on a mystic level. Further, things that share a common pattern interact through that pattern, and control of the one allows manipulation of the other. Look-alikes are alike and commonality controls.

First Practice Application:

This is the Law that explains most verbal and somatic components, and all material components for spells in the First Practice. In most cases a practitioner receives no benefit for employing these components; her spells simply do not work without them. Fire spells, for example, require that the caster have something associated with the classical element of fire – a match, a red gem stone, a piece of burnt wood, a drawing of a flame, etc. In some instances verbal or somatic components may substitute, such as a series of hand gestures that mimic the striking magic missiles. While common material components are often assumed in most d20 spell casting systems, GMs who wish to emphasize the flavour of Imperial Age magick that is the Four Laws should require characters to explain how they are applying the Law of Similarity to every spell.

Second and Third Practice Application:

In the Second and Third Practices the appropriate skill checks replicate any of the activities described above as necessary. However, GMs may wish to grant bonuses when a character makes extra efforts to apply the Law of Similarity. Something as simple as using a match as a component in a fire based spell might add a +1 to the casting check, while using a sketch of the target might add a +2 bonus, and an accurate physical model a +4 bonus. In most cases a +4 bonus for the application of one law should be the maximum allowed.

The Law of Familiarity

The Law of Familiarity, much like the law of names, says that the better a person, place, or thing is known then the easier it is to affect through magick. In this case the knowledge is observational. Most spells assume that the caster can see or otherwise perceive their target, suggesting at least a minimal level of familiarity. However, the better a caster knows something or studies someone, the more likely his spells will succeed.

Level of Familiarity	Definition	Example
Very Familiar	Has interacted with the subject on numerous occasions .	Long time ally or party member, a character's home.
Studied Carefully	Has seen the subject on more than one occasion over a long period of time or has spent several hours observing.	Frequently recurring NPC in a campaign, a landmark seen regularly.
Seen Casually	Has seen the subject only briefly, but for more than several minutes.	Minor but recurring NPC
Seen Once	Has only just encountered the subject or has only been observed for a few minutes or one combat.	Thug who jumps out at a character.

The effects of the Law of Names and the Law of Familiarity do not stack. They are separate applications of the same fundamentals of magick.

First Practice Application:

The longer a practitioner studies a subject the more likely it becomes that the subject will not be able to resist the practitioner's spell.   Saving throws for spells cast on very familiar subjects are increased by +6, +4 for subjects that have been studied carefully, and +2 for subjects that have been seen casually. Spells that heal or otherwise provide a boon have their effective caster level increased by two when targeting a subject with whom the caster is very familiar, or an increase of one caster level when the subject has been studied carefully. Subjects seen casually or only seen once receive no benefits.

Second and Third Practice Applications:

Practitioners who are very familiar with a target of a spell receive a +6 to their casting checks, +4 if the target of the spell has been studied carefully, and +2 if the subject has only been seen casually.   When first encountering a specific type of non-intelligent creature (any creature with a Intelligence of 3 or less) a character may make a DC20 Knowledge check, as determined by the GM, and if successful receive a +1 bonus to their casting check as if they had previously observed the creature (plus an additional +1 for every 5 points that beat the DC). This represents a technical familiarity with the subject as opposed to an observational familiarity.

CHAPTER FOUR: SKILLS, FEATS & GEAR

FEATS

At the GM's discretion, any Metamagic feats may be appropriate for campaigns using the First Practice magick system. Item Creation feats from d20 Fantasy core books and supplements may also be appropriate in any of the Practices

In addition to the various Magick Mastery feats mentioned earlier, the following new feats are available in an Imperial Age campaign.

Anti-Magick Field [Magick, Second or Third Practice]

You are much harder to target with spells.

Prerequisite: Character Level 1, Character may not ever take any Magick Mastery feats

Benefit: All attempts to target you with a spell, whether for good or ill, have their casting DC increased by +4.

Astrology [Magick]

You are adept at using astrological charts to increase your familiarity with a subject.

Prerequisite: Magick Mastery, Knowledge (arcane lore) 8 ranks

Benefit: You can read the stars to apply the to a subject, even if you've never met him. Mere knowledge of your target's birth date will grant a +2 Law of Familiarity bonus. If you spend time designing a full chart for your target (DC 20 Knowledge (Arcane Lore) check) you can increase the bonus to +4. These bonuses will stack with regular Law of Familiarity bonuses up to +6.

Extensive Library

You have personal access to a large library and a number of related contacts.

Benefit: You gain a +2 to all Gather Information and Research checks.

Gentry

You have a noble title. While not considered part of the Peerage, you are addressed as "Sir" or "Dame" and are granted certain noble privileges. Baronets and Knights are considered gentry; only Baronet is an inherited title.

Benefit: Characters with this feat gain a +2 to Diplomacy checks. In addition, they are considered members of the upper class, and are awarded all perks appropriate to their station.

Special: Characters that choose this feat at first level may choose their title; this feat gained during play is usually a knighthood.

Infamy

You have a particularly bad reputation (for Hermetic Disciples, merely being known as a member of an occult organization is enough to garner this feat).

Benefit: You get a +3 bonus on Charisma-based checks whenever the GM determines that your infamy would be a benefit. However, you suffer a -3 modifier on such checks whenever the GM determines that your infamy would work against you.

Language of the Birds [Magick]

Your study of magick has granted you an innate understanding of language itself.

Prerequisite: Five or more Magick Mastery feats; 12+ ranks in Knowledge (arcane lore) or an appropriate casting skill; Linguist talent

Benefit: You may use the spell tongues as a spell-like ability at will. The spell only targets you.

Quick Study [Magick, First or Second Practice]

You learn spells more quickly than normal

Prerequisite: Magick Mastery

Benefit: Each time you take the Magick Mastery feat you gain 1 additional spell

Second Sight [Magick, First or Second Practice]

You have innate arcane senses.

Prerequisite: Magick Mastery

Benefit: You may use the spell detect magic as a spell-like ability at will.

Summon Familiar [Magick]

You have the ability to attain a familiar.

Prerequisite: Magick Mastery

Benefit: You are able to summon a familiar appropriate to your campaign setting as a Practitioner. For the purposes of determining familiar abilities your Practitioner level is equal to your character level.

Special: Familiars are not available in every campaign; consult your GM before choosing this feat.

Versatile Practitioner [Magick, Third Practice]

Your insights into magick allow you to apply what you know to multiple disciplines.

Prerequisite: Magick Mastery in 2 or more Magick Schools, at least 1 rank in 2 or more Magick skills.

Benefit: Select one School Magick skill as your primary school and up to two additional Magick skills in which you have already placed at least 1 rank as secondary schools. For every 2 ranks you increase your primary magick skill your secondary skills receive 1 virtual rank (a virtual rank increases your ranks in these skills but does not count against your total number of skill points per level; maximum rank restrictions, however, do still apply.)

Special: You may take this feat more than once, but each time it must apply to new primary and secondary schools. No school may be designated using this feat more that once.
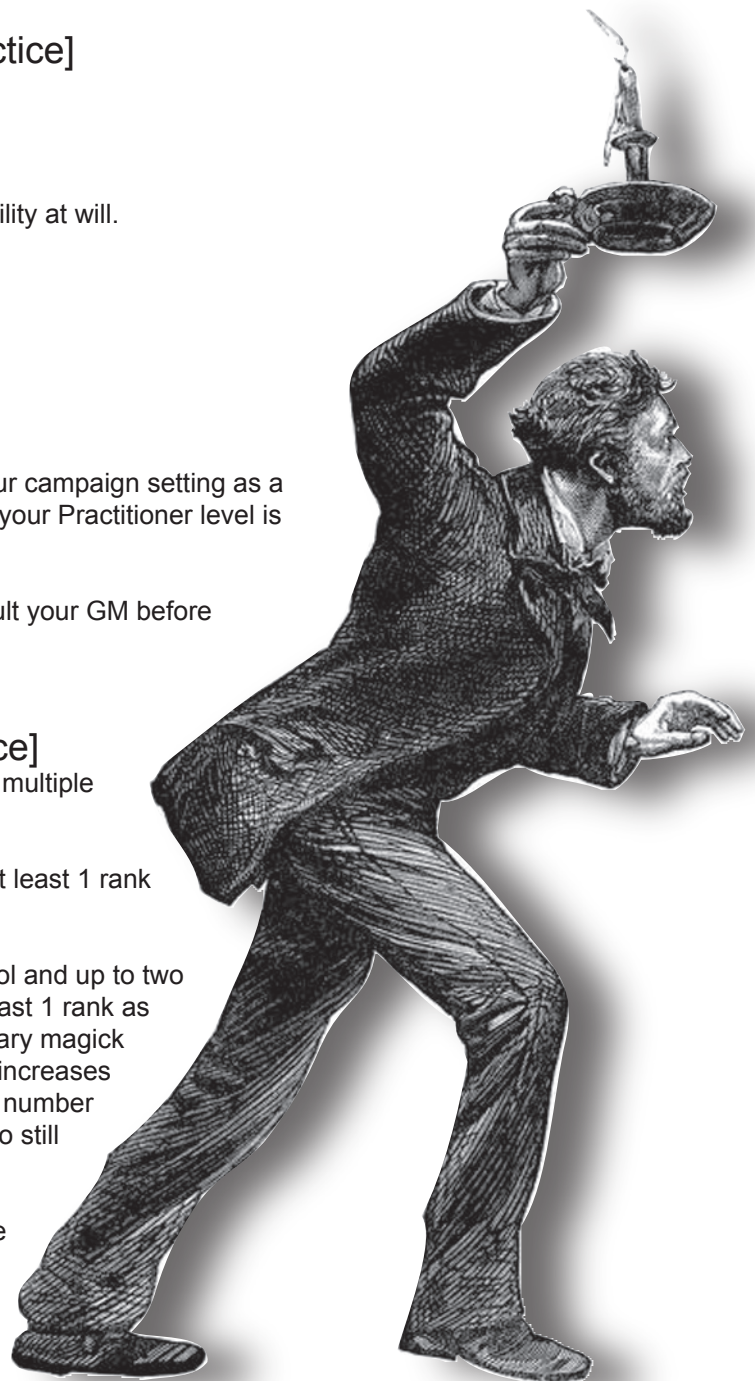
SKILLS

Characters with the Magick Mastery feat can use the following skills in new ways.

Concentration (Con):

The normal Concentration skill expands to include arcane applications, as defined below.

Check: You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including casting a spell or concentrating on an active spell, that requires your full attention.
If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell is lost. If you were concentrating on an active spell, the spell ends.

The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are casting a spell, you add the level of the spell to the DC.

Try Again?: You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a spell, the spell is lost.

Special: By making a check (DC 15 + spell level), you can use Concentration to cast a spell defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the casting without incurring any attacks of opportunity.

Craft (chemical) (Int): *Trained only.*

This skill expands to include alchemy, which can be used to create potions.

Characters using the First Practice can also use the Spellcraft skill.

Spellcraft (Int): *Trained only.*

Use this skill to identify spells as they are cast or spells already in place.

Check: You can identify spells and magic effects. Additionally, certain spells allow you to gain information about magic provided that you make a Spellcraft check as detailed in the spell description.

Try Again?: See above.

Time: Unless otherwise indicated, using the Spellcraft skill is a move action.

DC	Task
15 + spell level	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) You can't try again.
15 + spell level	Learn a spell from a spellbook or scroll. You can't try again for that spell until you gain at least 1 rank in Spellcraft.
15 + spell level	Prepare a spell from a borrowed spellbook. One try per day.
15 + spell level	When casting detect magical aura, determine the school of magic involved in the aura of a single item or creature you can see. (If the aura isn't a spell effect, the DC is 15 + one-half caster level.)
20 + spell level	Identify a spell that's already in place and in effect. (You must be able to see or detect the effects of the spell.) You can't try again.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a wall of iron spell. You can't try again.
20 + spell level	Decipher a written spell (such as a scroll) without using read magic. One try per day.
25 + spell level	After rolling a saving throw against a spell targeted at you, determine what spell was cast upon you. This is a reaction.
25	Identify a potion. This takes 1 minute.
30 or higher	Understand a strange or unique magical effect. You can't try again.

GEAR

Arcane Theodolite:

A theodolite is an instrument for measuring horizontal and vertical angles used in triangulating networks. In one form or another, surveyors have used it for centuries. A theodolite consists of a telescope mounted movably within two perpendicular axes, the horizontal or trunnion axis, and the vertical axis. When the telescope is pointed at a desired object, the angle of each of these axes can be measured with great precision, typically on the scale of arcseconds. The Arcane Theodolite is a Victorian variation of this standard engineering tool. Consisting of a pair of crystal lenses and a framework made of brass which is inscribe with arcane symbols, this device is used in locating and identifying ley lines and nodes.   It grants the user a +4 equipment bonus to skill checks made to find ley lines and nodes. **Weight:** 10 lbs. **Purchase DC:** 15.
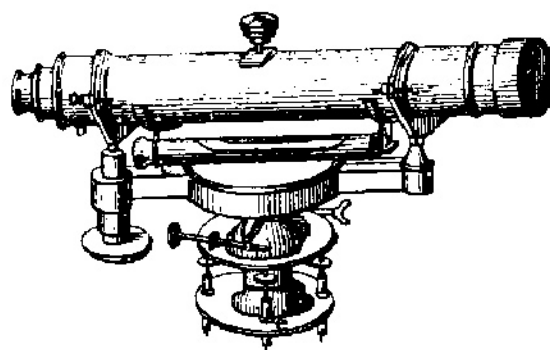
Tarot Cards:

Imperial Age western occultists embrace the Tarot as one of the foundations of magickal study and practice.

The average deck in use at the time consists of 78 cards, with 22 Major Arcana and 56 Minor Arcana. The Minor Arcana is broken down into four suits (wands, cups, swords, and coins or pentacles) of ten cards each ranging from Ace to Ten and an addition four court cards (page, knight, queen, and king) for each suit.

Each card is highly symbolic, containing practitioners from mythology and folklore as well as Hebrew letters and Astrological signs. These decks come in great variety, with many occultists making their own decks. Creating a tarot deck is a long and labour-intensive process. A Knowledge (arcane lore) check (DC 15) can be used to prepare to make one suit of the Minor Arcana, followed by a DC 20 Craft (visual arts) check to make the suit. Each Major Arcana, however, requires its own DC 20 Knowledge (arcane lore) check and a DC 20 Craft (visual arts) check. Practitioners using the Second or Third Practice get a +6 bonus to casting DCs for Divination spells when using a home made deck. First Practice Divination spells have their caster level increased by 2 when using such a deck.

Other decks are available for purchase. Depending on their quality and origins that can grant bonuses ranging from +1 to +5 on magick casting checks. Artefact Level decks may be rumoured to exist and have multiple strange and unusual powers, but are campaign specific and generally not available for purchase. Weight: 1lb. Purchase DC: 10 (+1),12(+2), 14 (+3),16(+4), 18(+5).

GMs may use the rules for tarot cards as a guide for creating other types of Divination tools, such as astrological charts.

Chapter Five: Running a Magickal Campaign

Imperial Age magick campaigns can be as diverse as their source material and the GMs who run them. Take a little time to think about the level, nature, and prevalence of magick in a campaign world and most importantly how it shapes the nature of that world. Consider how the rules presented above can apply to create that world. Consult with players on the kinds of PCs they wish to run and the kind of adventures they wish to play. Finally, choose the appropriate Practice and set the highest number of Magick Mastery feats allowable in the campaign. If necessary establish the difficulty of each school of magick, add a Price system to the magick, and its time to play!

The options presented in the book should allow the GM to create a wide range of settings, campaigns, and adventures. Players will find the options for PCs equally versatile. However, so many options can quickly become overwhelming. Below are three sample campaigns, along with suggested PCs for each.

The Fair Empire

Imagine a world where Queen Victoria is courted by Sidhe Princes, Unseelie sympathizers stir up trouble in the contested Welsh countryside, and gremlins and brownies are seen working in the ditches of London alongside Irish immigrants. Such a setting would be ripe for high magick adventures. PCs could be members of the Royal Society of Magick and Tecknology, changeling knights of the realm, or members of the Iron Lords, nobles dedicated to keeping Albion safe from machinations of the fey.

Donna, the GM, decides that Illusions and Enchantment are the epitome of fey powers, while fireballs and summoned monsters are less appropriate. She chooses the Third Practice for her campaign, establishing Abjuration, Enchantment, and Illusion as Easy Schools; Divination, Transmutation, and Necromancy as Average schools; and Conjuration and Evocation as Hard schools. She does decide, however, to create a Feat that allows a PC with the Religious starting occupation and strong ties to the Anglican Church to use Conjuration magick as an Average school. She is also going to allow Magick Mastery feats all the way up to 5 for all of them, but makes them available only to Smart, Dedicated, and Charismatic heroes as bonus feats.

Since she wants lots of spell casting she decides to use the Third Price and makes the Manna Rating of most of England a 2, with certain parts of London rising to a 3. She decides that Stonehenge and a few other sites are major Ley Nodes, granting a +2 bonus. Right now she has no plans for the PCs to journey to the Fey Lands, but sets them as MR 6. She then decides that she likes magick to cost something, and so uses the first option in conjunction with her chosen Price,
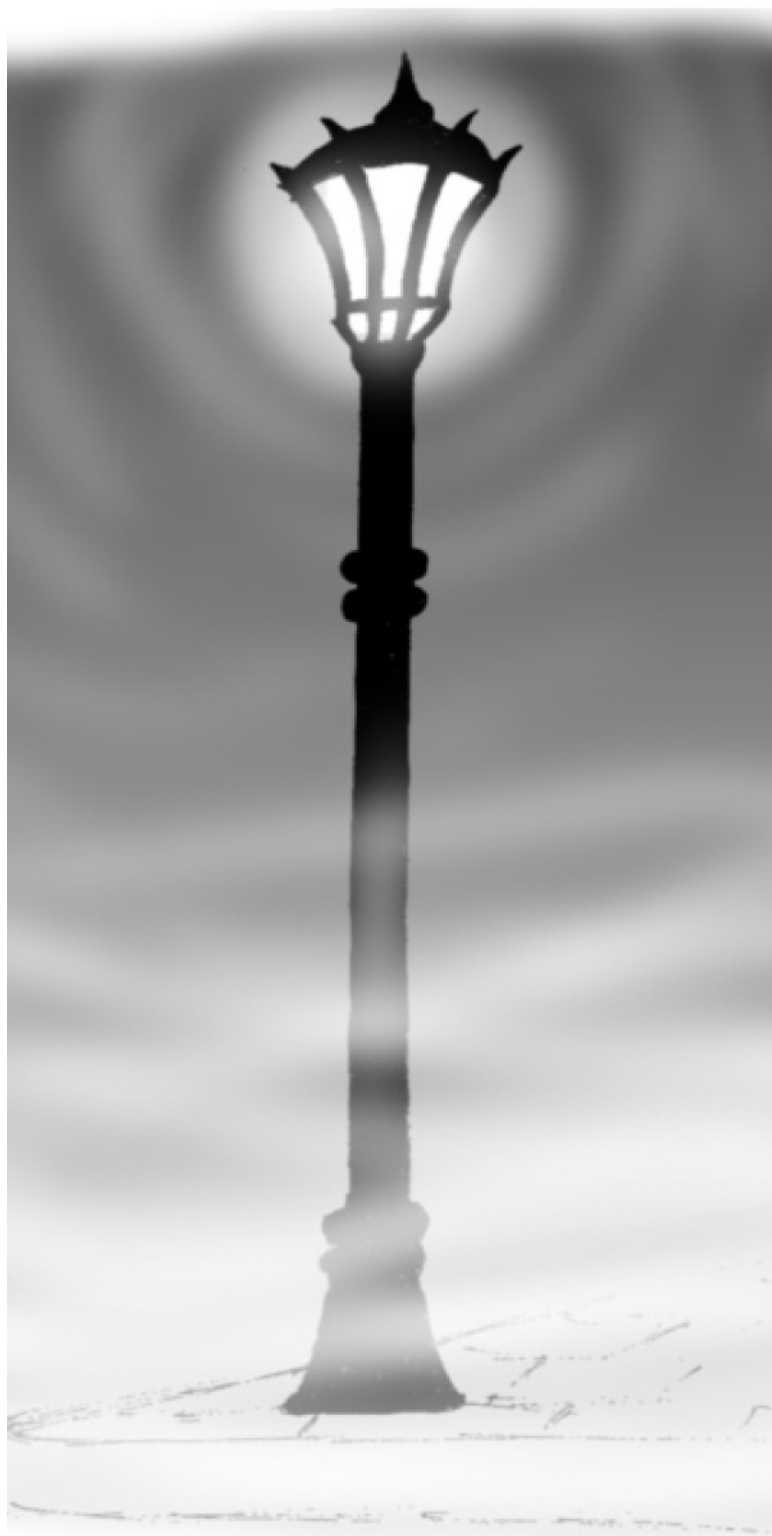
telling the PCs they have a manna reserve equal to their hit points and that each spell costs 1d4 drain per spell level to cast above the MR.   She then tells her players that they are all Special Agents of the Crown dedicated to investigating Unseelie threats.

Janica, one of her players, decides that she wants to make an investigative PC that uses magick to discover threats to the realm. She creates a Dedicated 3 Hero and takes Magick Mastery (Divination) as her bonus feat and follows the Insightful talent tree. Donna allows her to use the Skill Emphasis to apply to Divination. She uses her character level feats to give her PC proficiency with the rapier but mostly wants to stay out of fights so she takes Dodge and Defensive Martial Arts to avoid being hit.

Another player, Erick, wants to be a master of disguise and deception, a former con artist now working for the government. He creates a Charismatic 2/Fast 1 Hero. He takes Magick Mastery (Illusion) as his bonus feat at 2nd level and Fast Talk and Evasion as his Talents. He also takes Deceptive and Creative as his first level feats and then decides that Personal Fire Arms Proficiency is probably a good idea for the 3rd level feat.

The third player in this campaign, Stephen, does not want to be a magick user. Instead he imagines a special unit of soldiers dedicated to protecting the Crown's Magick Practitioners. He takes 3 levels of Tough hero, planning on making Bodyguard at 4th level. Even though he knows the feat has some drawbacks, Stephen figures that Anti-Magick Field is appropriate for going up against Unseelie wizards.

ESOTERIC EMPIRES

In elegant drawing rooms and secluded castles throughout England, learned gentlemen and sophisticated (and somewhat scandalous) ladies gather into covens and cabals like the Hermetic Order of the Golden Dawn, The Children of the Manifold Path, and the Eyes of Nabu. While the old men in London map out the fate of the world, their counterparts in Edinburgh conspire to steal their secrets out from under them. This is a world much like our own, but a world where adepts and initiates struggle over occult secrets and territory while holding back the darker things of the night.   PCs can start as neophytes in the world of the occult, recruited by mentors and family members or simply stumbling in after finding arcane books or encountering supernatural creatures. At higher levels PCs might be a band of werewolf hunters sponsored by the Church, the rising stars of a secretive cabal, or even the plotting secret masters of British politics. This is a setting of high conspiracy and dark magick where nothing is as it appears to be, and the world is what the Practitioner can make it.

Cole, the GM, likes the social intrigues such a world presents and chooses to use the Second Practice for the setting, making the study of magick one all encompassing discipline. He also chooses Option 2 of the First Price to represent the spiritual and physical drain of casting spells, but still allowing for the occasional magical battle between rival factions.   He sets limits the purchase of Magick Mastery to 5 feats, and makes them available as bonus feats open to all PCs. He also includes the Fourth Practice and tells the players that there are Incantations available for rare and powerful spells. Once he has the parameters of his world defined, he instructs the players to create first level inductees to a group known as the Ancient Esoteric Order (AEO) who meet at the Owl Club in London.

Brent decides that he wants to be the outsider in the group, deciding that his PC was a street urchin brought into the club by a wealthy London merchant. He tells Cole that the merchant found him after he stole one of the merchant's volumes of magick, but not before he had a chance to learn a spell or two. Brent's PC sticks out like a sore thumb in the blue blood atmosphere of the Owl Club. He takes Criminal as his starting occupation, making sure to put his second highest ability score in Intelligence, and takes one level in Fast Hero. He takes Magick Mastery and Nimble as his feats.

Francis, on the other hand, wants to be the epitome of a good AEO Member, with a long-term goal of moving into the leadership role currently held by his uncle. His PC is a Charismatic Hero Dilettante, relying on his charm and money to get him places in the world. He takes Magick Mastery only because he cannot belong to the club without it, and boosts his spending power with the Windfall feat.

Miranda is all about the Magick. She plays a PC who has earned his way into the AEO through pure hard work and study. She decides that he was a medical student who got drawn into the occult. She takes a level in Dedicated Hero with the Student background, maxing out Treat Injury and taking the Healing Knack as her talent. She also takes Magick Mastery and Surgery as her feats.

There is always someone in a group who does not want to play a practitioner, even in a game devoted to magick.

Thomas is that player in this group. He and Cole decide that Thomas can be a retainer of the AEO, a former soldier who now works security at the club and occasionally accompanies the group's agents on missions. He goes for the Military occupation with Personal Firearms Proficiency, 1 level of Strong Hero with the Melee Smash Talent, and selects the feats Quick Draw and Point Blank Shot.

Eldritch Empires

There are Things that Man was not meant to know and unfortunately someone is always trying to learn them. In this setting daring investigators try to hold back the Things from Beyond Time and Space and allow the world to live on in ignorance one more day.   PCs can be brave archaeologists uncovering ancient secrets in Egypt or Nepal, or they might be students at Oxford drawn into the hidden world through the machinations of a campus cult. They could even be agents of the immortal John Dee, trying to contain the horrors he unleashed three hundred years before.   This is a setting of unearthly horrors, and the heroes who would hold the unfathomable at bay.

GM Peter decides that the magick of the setting is easy but costly. He chooses the First Practice as the standard for magick in the world, but uses the Second Price. He decides that there is no mitigating influence through increased Magick Mastery, rather the use of spells slowly erodes a Practitioner's health in the form of Strength damage. He sets the standard for magic in the world low, limiting Magick Mastery feats to four, but he also decides that any PC with ranks in Knowledge (arcane lore) can attempt to use an Incantation if they dare. He also emphasizes to his players that any spell casting must apply at least one of the Laws of Magick if it is going to work at all. He tells them that they are all 5th level PCs and members of an expedition to a hidden valley in the Antarctic sponsored the Royal Society.

Most of his players wisely choose mundane PCs who wish to have as little as possible to do with the Eldritch Horrors they have seen. One chooses to be a rugged military man who is leading the expedition, another is a reporter for a London paper that is co-sponsoring the search, a third is an historian from the British Museum, and another an explorer with a criminal past who was hired to aid the trek to the lost land. The fifth player, Emma, likes a dark streak in her PCs. She and Peter come up with a back-story for her PC. She is the daughter of the explorer who first found the hidden valley and joins the group in search of her long lost father. She has, however, been doing research of her own and has begun to explore the hidden mysteries of the artefacts the first expedition brought home. She is a Smart Hero 5 with two Magick Mastery feats and a desire to learn all the secrets the world holds.

Appendix 1: Names To Conjure By

As might be expected from "The Law of Names," names are very important in Victorian Magick. Nor is it just a matter of using the names of beings in game. To fully capture the feel of the Victorian Era, spells should be renamed to fit the setting. In most cases this means classical names, biblical names, or references to famous practitioners. Use this list below to alter spell names for an Imperial Age campaign.

Famous Pre-Victorian Practitioner Names:

Name	Use for spells involving:
Edward Kelly	Angels, deception
Faust	Demons
Hermes Trismegistus	Anything
Isaac Newton	Numbers, matter, energy
John Dee	Angels, anything
King Solomon	Demons, nature, abjuration
Merlin	Anything
Nicolas Flamel	Transmutation
Paracelsus	Healing
Pythagoras	Numbers, Divination, Summoning
Saint Germain	Transmutation, divination, illusion
Simon Magus	Money, divination
Taliesin	Sound, enchantment
The Witch of Endor	Necromancy, divination

Greek and Roman Gods and Goddesses:

Name	Use For Spells Involving
Aeolus, Aquilo, Auster,Boreas, Eurus, Favonius, Notus, Zephyr	Wind
Aether	Light
Aphrodite, Anadyomene, Venus	Enchantment
Ares, Mars	War, Battle, Damage
Artemis, Orthia, Phoebe, Diana	Animals
Asklepios, Aesculapius	Healing
Ate, Eris, Discordia	Chaos
Demeter, Ceres	Plants
Dionysus, Lycaeus, Bacchus, Liber	Enchantment
Eos, Aurora, Mater Matuta	Light
Eros,Cupid, Amor	Love
Hades, Polydectes, Pluto	Death, Undead, Precious Metals
Hecate, Trivia	Magic, Darkness
Helios, Sol	Sun, Light, Heat
Hephaestus, Vulcan, Mulciber	Creation, Repair, Enhancement
Hera, Juno	Love, Geas
Hermes, Psychopompus, Mercury	Communication, Movement
Hestia, Vesta	Fertility
Iris	Color Spray, Illusion
Maia, Fauna, Bono Dea, Flora	Plants
Morpheus	Dreams, Divination, Illusion
Nemesis	Spells that harm
Nike, Victoria	Battle, Victory
Pallas Athena, Minerva	Cities, War
Pan, Inuus, Faunus	Animals, Enchantment
Peitha, Suadela	Enchantment
Persephone, Kora, Persipina, Libera	Spring, Necromancy
Phoebus Apollo, Apollo	Sun, Truth, Music, Healing
Phosphor, Lucifer	Light

Pontus, Nereus, Triton	Seas, Sea Monsters
Poseidon, Neptune	Sea, Water, Horses
Selene, Luna	Moon, Light, Guidance
Terminus	Abjuration
Tyche, Fortuna	Luck
Zeus, Jupiter, Jove	Sky, Clouds, Winds, Sonic, Electricity

EGYPTIAN GODS AND GODDESSES:

Name:	Use for Spells Involving:
Amen	Creation
Anubis	Death, the Dead
Bast	Cats, Grace
Bes	Abjuration, Banishment, Good
Chons	Moon
Geb	Earth
Isis	Life, Birth
Ka	Life Energy
Maat	Truth, Good, Justice
Nut	Sky, Wind
Osiris	Plants, Death
Qetesh	Charm
Re	Sun, Light
Selket	Insects
Set	Chaos, Evil
Shu	Air
Sobek	Reptiles
Taweret	Water Mammals
Thoth	Moon, Secrets, Magic
Wepwawet	War

ANGELIC NAMES:

Name	Use in Spells Involving
Arathon	Alchemy, Transmutation
Azriel	Earth
Chamuel	Enchantment
Gabriel	Strength, Divination, Destruction, Death
Jophiel	Light
Michael	Truth, Abjuration
Moriel	Wind
Phaleg	War
Phul	Water
Raphael	Healing, Fire
Raquel	Mystery, Divination
Remiel	Knowledge
Sachulp	Plants
Uriel	Literature, Music, Transmutation

DEMONIC NAMES:

Name	Use for Spells Involving:
Apollyon (Abaddon)	Anything
Asmodeus (Asmoday)	Anything
Astaroth	Wealth, Power, Influence
Azazel	Anything
Baal	Strength, War
Baalberith	Secrets
Beelzebub (Beelzebuth)	Insects, Anything
Belial	Illusion
Belphegor	Divination
Eurynomus	Undead
Geryon	Abjuration
Jezebeth	Falsehoods
Kobal	Performance
Lilith	Lust, Deception
Mammon	Greed, Wealth
Mephistopheles	Anything
Moloch	Fire
Murmur	Music
Orias	Divination
Philatanus	Sexuality
Pyro	Deception
Samael	Death, Air
Shalbriri	Darkness
Sonneillon	Hate
Succorbenoth	Jealousy
Thamuz	Guns
Uphir	Medicine, Healing
Verin	Speed
Vetis	Temptation
Zaebros	Animals
Zagan	Deceit

The names listed above and their possible uses are only the beginning. Depending on tradition and background, a practitioner might also use names of saints, mythological heroes or monsters, or even iconic historical figures.   Any given spell may have a multitude of names, each one unique to a particular practitioner or tradition. For example, the common spell magic missile might be called Shots of Thamuz, Phaleg's Sling, Merlin's Missiles, Selket's Stings, Strike of Nemesis, or even David's Sling or Crockett's Musket.
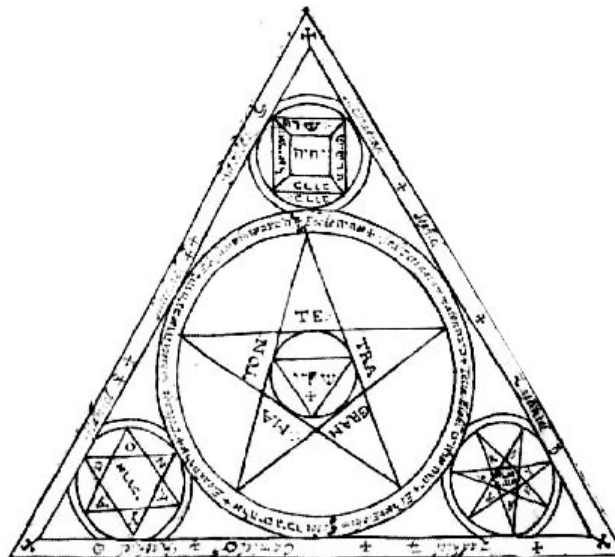
Appendix 2: Imperial Occult Societies

This appendix contains notes on various hermetic magickal and related societies. Except where noted, all of these groups were real occult organizations during the Imperial Age (1870-1890). In a historical Imperial Age campaign, these are secret societies with no magickal powers. In a secret or open magick campaign, they would be magickally powerful organisations.

It's worth mentioning that many of these groups held practices and teachings in common. Many had "secret histories" that purported to give a particular society ancient origins or blessings from another order. They traced their histories to Kaballah, King Solomon, the Knights Templar, and, occasionally, each other. A PC hermetic disciple may find himself wandering from order to order, noting little difference between them.

No spell lists are given for the societies, but GMs are encouraged to limit some spells to certain societies if he wants the PCs to interact with different groups. GMs are also encouraged to "fudge" founding dates if necessary. There is no reason why the Golden Dawn couldn't have been founded a few years earlier if it suits your campaign. Also, many founding dates are actually dates when the group was publicly announced, not when the practitioners first got together. Finally, many founders of the various societies belonged to smaller groups before founding their own group.

Druidic Orders

While witchcraft and neo-paganism are beyond the scope of hermetic magick, druidic orders deserve a special mention because many practitioners of hermetic magick also joined druidic orders. These orders included the Ancient Druidic Order and the Druids of Pontyprydd.

The historical druids were Celtic priests that were largely wiped out during the Roman conquest of France and Britain. Very little of their knowledge and practices have survived. Ironically, the best-known symbol of Druidism, Stonehenge, likely had little to do with Druidism at all. The ancient site was incorporated into Druidism during an 18th century revival that led to a number of "Druidic Orders" throughout the 19th century. Many of these groups were modelled on or inspired by hermetic traditions such as the Freemasons and the Golden Dawn. The works of Edward Williams, a Welsh writer under the pseudonym Iolo Morganwg, laid the foundation for many modern Druidic rituals and practices.

In campaigns where magic and the occult are real, GMs may wish to create "purer" Druid societies, perhaps the true heirs of an ancient tradition. Druids can still be designed according to the rules of this supplement, although the GM may wish to include Divine spells. Druids should also have the Perform (Bard) skill. GMs that want to tie these Druidic Orders with modern Wicca can incorporate modern Wiccan practices into the earlier Druidic tradition.

Freemasonry

While not an occult order, the fraternal Order of Free and Accepted Masons has provided an organizational template that many Hermetic Orders have liberally borrowed from. The current society evolved from medieval stonemason guilds (although some members claim that the society began as far back as ancient Egypt), and began to include "honorary masons" as membership dwindled. The first Grand Lodge was established in England in 1717, and by this point most members were not stonemasons.

Freemasonry has many secret rites and rituals that would be familiar to a hermetic magician. Potential members must be invited by a current member and approved by secret ballot. There are three degrees of initiation in which a candidate must study and interpret symbols. Members also use secret gestures and symbols to identify other members. Meetings are filled with long rituals. Freemasonry's strongest connection with the occult ironically comes from the Roman Catholic Church, which has at times equated Freemasonry with Satanism. This connection has done little to stem membership in Protestant nations, and during the Imperial Age there are many lodges throughout Great Britain, Continental Europe, and North America.

The Hell Fire Club

This occult society is notable for being a century removed from the Imperial Age. It is included here because of its connection with Satanism and the fact that a copycat Hell Fire Club would fit right in during the Imperial Age.

The Hell Fire Club was actually called "The Friars of Saint Francis of Wycombe" or similar variations. It was essentially a club for bored gentlemen to engage in drunken revelries and orgies. Prostitutes were often recruited for this purpose. The group also purportedly performed black masses. How much of this is true or exaggerated will never be known.

In the Imperial Age, a new Hell Fire Club could either be another collection of bored aristocrats or a true occult society. Perhaps they really are connected with demons or the Devil himself, and those prostitutes invited to play are never seen again.

Hermetic Brotherhood of Luxor

The Hermetic Brotherhood of Luxor publicly announced its existence in 1884, but it is likely to have been operating throughout the entire Imperial Age (one of its influences was the short-lived Brotherhood of Eulis, which formed in Tennessee in 1874-75). The Brotherhood acted as a sort of correspondence school. Prospective members would send personal information to the Brotherhood. Upon acceptance, the member would be assigned a mentor and gradually taught the secrets of the order through mail correspondence. The Brotherhood drew from many Western occult traditions at the time, including sexual magic.

The Brotherhood ran afoul of the dominant Theosophical Society. The Brotherhood was alarmed by the Theosophists' incorporation of Eastern magic and symbolism into their rituals, and the Theosophical Society declared the group immoral after the Secretary of the Order, Thomas Burgoyne, was convicted of mail fraud in 1886. This act effectively shut down the English branch of the Brotherhood, while successor organizations started in America and Germany.

One curious offshoot of the Brotherhood of Luxor is the Esoteric Fraternity, founded in New England by Hiram Butler in 1887. While based on Luxor teachings, this occult organization is primarily notable for demanding strict celibacy from its members.

Hermetic Order of the Golden Dawn

The Hermetic Order of the Golden Dawn will become one of the principal influences on western occultism in the modern world and would count perhaps the most famous hermetic magician of all time, Aleister Crowley, amongst its membership. During the Imperial Age, however, it is only in its infancy, developed starting in 1886, formally founded in 1888, and announced to the world in 1889. The Order did not initially teach practical magic, initiates had to study occult topics and advance through five ranks until they were judged worthy to leave the Outer Order and join the Inner Order. The first initiates accomplished this in 1892.

The origins of the Order are based on the Cipher Manuscripts obtained by William Wynn Westscott, one of the founders. When decoded, the Manuscripts led him to correspond with Anna Sprengel, a German Rosicrucian. Sprengel gave her blessing to his new Order, which was based on rituals found in the Manuscripts. Sprengel disappeared in 1891. The first lodge of the Order, the Isis-Urania Temple in London, was established in 1888. Unlike most other societies, women were treated as full participants.

GMs running magical campaigns can, of course, assume that the Inner Order is fully functional in these early years, thus allowing full-fledged PC magickal practitioners to be members of the Order. Imperial Age campaigns that extend into the 1890s will see the Order hit its peak, attracting hundreds of members, until it fractured at the end of the century.

Kabbalists

Most hermetic societies use the teachings of Kabbalah as part of their rites and rituals. Kabbalah, however, is rooted in Jewish mysticism and is only taught and practiced in pure form within Jewish communities.

If hermetic magic works in an Imperial Age campaign, then it logically follows that Jewish mystics can also cast spells. Kabbalists tend to be Orthodox Jews, meaning that practitioners would be strict observers of Jewish laws and traditions. A Kabbalist would never teach his magic to a non-Orthodox Jew or gentile, nor would he use his magic on the Sabbath (Friday at sunset through Saturday sunset). Study, however, is permitted during the Sabbath.

Martinist Societies

These societies were revivals of the teachings of French mystic Louis-Claude de Saint-Martin in the late 18th century. Saint-Martin based his magical ceremonies on the rites of Freemasonry and freemasons throughout Europe continued to study it long after Saint-Martin had abandoned them.

Papus, a French student that had belonged to many occult societies, formed the Martinist Order in 1888. It was the largest of the Martinist groups, and in 1891 Papus would set out to unite them. By the turn of the century, Papus was able to recruit hundreds of Martinists under his banner.

Palladian Order

If French author Leo Taxil is to be believed, the Palladian Order was perhaps the greatest occult hoax of all time. The Palladian Order was said to be a Satanic cult within Freemasonry that indulged in every type of sexual depravity imaginable, as well as anything that the Catholic Church would find offensive. Rumors about the Order started in 1884 and would last until 1897, when Taxil sensationally admitted that the whole Order was a hoax.

During the latter part of the Imperial Age, the Palladian Order is the symbol of Satanism. Public fascination and curiosity would lead many people to seek more knowledge about the order. Even freemasons investigated their own society in the hopes of discovering who was part of the Palladian Order. Authors and journalists would add to the mysteries of the Order.

In an Imperial Age campaign, of course, the Palladian Order can be real. Perhaps there really is a small group of freemasons participating in black masses and orgies. Perhaps the Palladian Order is the true successor of the Hell Fire Club. In a historical campaign, this is merely a group of hedonists. In a magickal campaign, the Palladian Order can be a society of dark magicians, offering their souls to demons for more power. The Palladian Order can provide an ideal enemy for the Golden Dawn and other occult societies.

Rosicrucians

Many magickal societies trace their origins to the Rosicrucian Order, a secret occult group that supposedly existed in the early 17th century and traced its origins to an earlier 15th century order. Three Rosicrucian manifestos were published in the 17th century authored by a "Christian Rosenkreuz." Whether or not he existed, many Imperial Age occult groups have seized on this history and declared themselves the true heirs to the Order. These groups have also drawn (perhaps more so) from Masonic tropes. Two such groups included the Fraternitas Rosae Crucis and the Societas Rosicruciana in Anglia. The latter society limited their membership to Christian freemasons.

In campaigns set in the early Imperial Age (1870s), PC magickal practitioners will probably be members of one of these Rosicrucian societies. The founders of the Golden Dawn originally belonged to the Societas Rosicruciana. GMs running magickal campaigns can assume that Rosenkreuz was a true magician and his legacy has been handed down.

Society for Psychical Research

Established in 1882, the Society for Psychical Research is a private organisation dedicated to studying anything related to the occult and supernatural. The society has headquarters in London and Cambridge. A separate American branch is established in 1885, but is forced to dissolve and reorganize as an official branch of the SPR five years later. The society is most famous for revealing the fabrications of the Theosophical Society in 1884, but it is not necessarily a

"debunking" organisation. The SPR is simply interested in learning the truth about esoteric topics.

In historical campaigns, the SPR is a thorn in the side of occult societies, constantly challenging members to prove their claims. In magickal campaigns, the SPR may have its own magickal practitioners and will use them to investigate magickal crimes.

Theosophical Society

The Theosophical Society was founded in New York City in 1875. Originally, it was not very different from other Hermetic groups. Its members organized along Masonic lines, studying western occult topics. Like most occult societies of the time, it maintained a small membership.

All of that changed when some of the Theosophist leaders and followers returned from a five-year stay in India in 1884. Theosophy was suddenly fused with Eastern philosophy and mysticism, which clearly differentiated it from other contemporary occult traditions. Helena Blavatsky, one of the founders and its most prolific writer, also faced scandal. Her housekeeper in India had tipped off local journalists with news that Blavatsky and others had faked miracles. Word reached Great Britain and Psychical Research investigators raided her home and collected evidence. The scandal made headlines around the world but would do no harm. The Society continued to grow until it fractured after Blavatsky's death in 1891.

The rivalry between the Theosophical Society and other occult groups can be played to great effect. In magickal campaigns, Theosophical magicians may compete against their Golden Dawn counterparts. The debate between Western and Eastern occultism could be played up. Alternatively, magick could bring these groups together, presuming that all are capable of using magick.

Appendix 3: The Hermetic Disciple

While **Imperial Age: Magick** offers a variety of magickal styles based on skills and feats, there are some GMs that may wish to opt for a more traditional d20 approach and limit magick to an advanced class. The Hermetic Disciple is an example of a class-based magickal practitioner, using the Third Practice and the First Price (Option Three). GMs can use the Hermetic Disciple as is or as an example for modelling an advanced class on other Practices and Prices.

REQUIREMENTS

To qualify to become a Hermetic Disciple, a character must fulfil the following criteria:

Skills: Decipher Script 6 ranks, Knowledge (arcane lore) 6 ranks, Research 6 ranks.

Feat: Studious.

CLASS INFORMATION

Hit Die: The Hermetic Disciple gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points: The Hermetic Disciple gains a number of action points equal to 6 + one-half his character level, rounded down, every time she achieves a new level in this class.

Class Skills: The Hermetic Disciple's class skills are as follows: Concentration (Con), Craft (visual arts, writing) (Int), Decipher Script (Int), Gather Information (Cha), Investigate (Int), Knowledge (any), Profession (Wis), Read/Write Language, Research (Int), Search (Int), Speak Language, Spellcraft (Int), Spot (Wis).

Skill Points at Each Level: 8 + Int Modifier
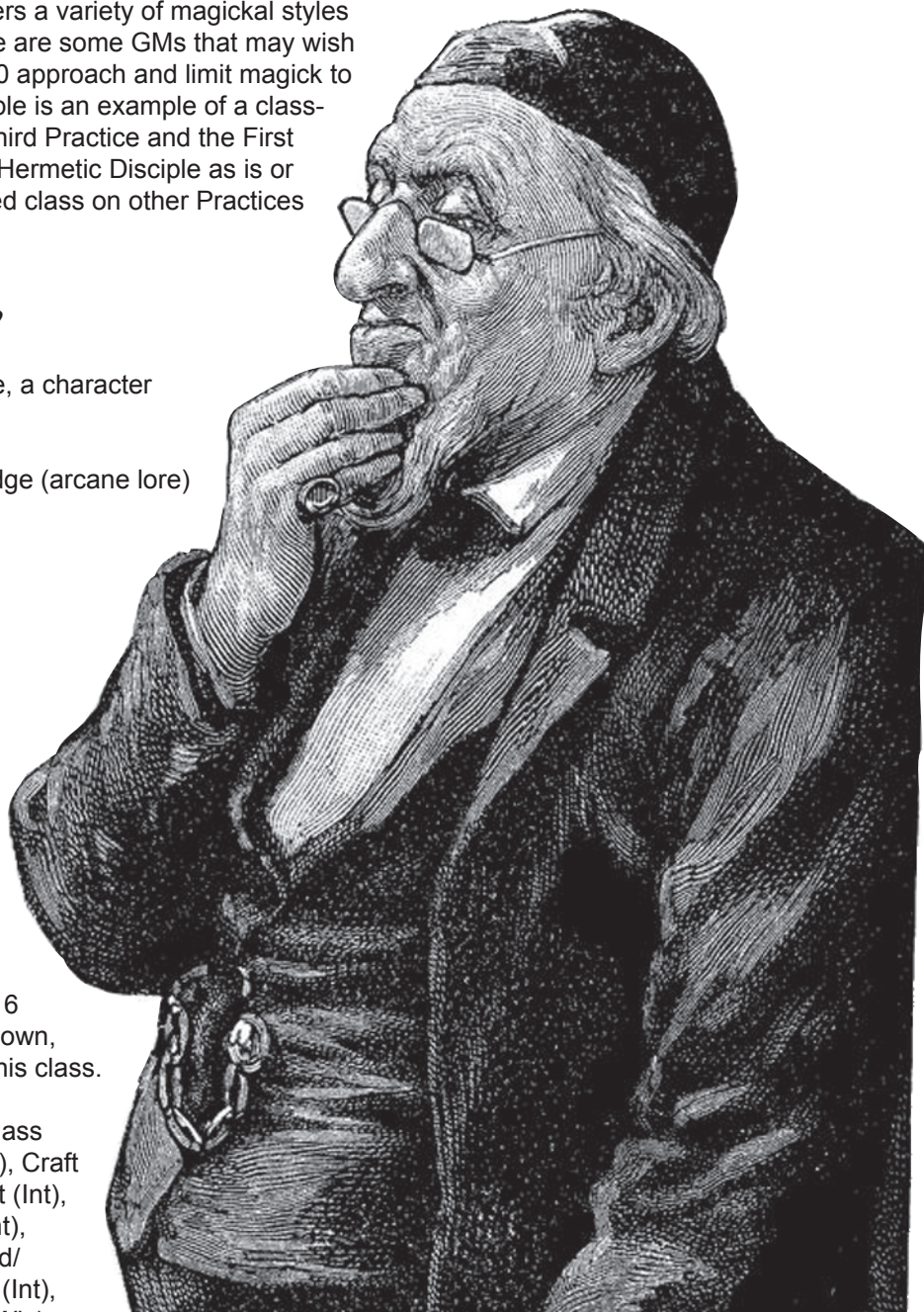
Level	BAB	Fort	Ref	Will	Special	Def	Reputation
1	+0	+0	+0	+2	Arcane skills, Magick Mastery	+0	+0
2	+1	+0	+0	+3	Empower Circle	+1	+0
3	+1	+1	+1	+3	Bonus Feat, Magick Mastery	+1	+1
4	+2	+1	+1	+4	Reduce Drain	+1	+1
5	+2	+1	+1	+4	Imbue Talisman, Magick Mastery	+2	+1
6	+3	+2	+2	+5	Bonus Feat	+2	+2
7	+3	+2	+2	+5	Magick Mastery	+2	+2
8	+4	+2	+2	+6	Reduce Drain	+3	+2
9	+4	+3	+3	+6	Bonus Feat, Magick Mastery	+3	+3
10	+5	+3	+3	+7	Maximize Spell	+3	+3

CLASS FEATURES

Arcane Skills: The Hermetic Disciple has access to the following arcane skills: Concentration and Spellcraft. These work as outlined in Chapter Four.

Magick Mastery: The Hermetic Disciple follows the Third Practice and is limited to the Schools of Abjuration, Divination, Enchantment, and Illusion.

Empower Circle: Hermetic Disciples learn how to focus spells through the use of elaborate circles decorated with magickal symbols. At 2nd level, a Hermetic Disciple can ritually create a circle that focuses the Hermetic Disciple's efforts, reducing the DC to cast a spell. A new circle must be drawn for every spell cast. To draw a proper circle, the Hermetic Disciple must make a Knowledge (arcane lore) check at DC 15, followed by a Craft (visual art) check at DC 15 + spell level. Once the circle is empowered, a Hermetic Disciple may deduct 2 from the spellcasting DC. The DC drops by a further 2 for every hour the Hermetic Disciple spends within the circle before casting. Drain is deducted from the Hermetic Disciple at the normal rate.

Delay: A Hermetic disciple may delay the effects of a spell cast within an empowered circle. This increases the DC of the spell by 2. The Hermetic Disciple cannot regain any of the hermetic energy used to cast the spell until the effects are released. Releasing a delayed spell requires no further checks.

Bonus Feat: At 3rd, 6th, and 9th level, the Hermetic Disciple gets a bonus feat. The bonus feat must be selected from the following list, and the Hermetic Disciple must meet all the prerequisites of the feat to select it. Feats in italics are explained in the new feats section.

Astrology, Attentive, Cautious, Confident, Creative, Deceptive, Educated, Extensive Library, Focused, Infamy, Iron Will, Low Profile, Magick Mastery, Nimble, Studious, Trustworthy, Windfall.

Reduce Drain: At 4th level, a Hermetic Disciple becomes more adept at focusing his magickal energy. When casting a spell, the Hermetic Disciple may subtract 1 point from every Drain die rolled. At 8th level, this bonus increases to 2 points per Drain die.

Imbue Talisman: At 5th level, a Hermetic Disciple can create a small talisman and imbue it with a spell. Any character that knows the trigger word will be able to cast the spell if she is holding the talisman. In order to create a talisman, the Hermetic Disciple must make a Knowledge (arcane lore) check at DC 15 followed by a Craft (visual art) check at DC 15 + spell level. He must then successfully cast the spell. Any hermetic energy put into the talisman is not regained until the talisman is used (at which point the talisman also loses its power).

Maximize Spell: At 10th level, a Hermetic Disciple learns to cast some of his spells to maximum effect. All variable, numeric effects of a maximized spell automatically achieve their maximum values. A maximized spell deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed checks are not affected. Spells without random variables are not affected.

When a maximized spell is cast, it is treated as a spell of three levels higher than the spell's actual level for purposes of drain. Therefore, a Hermetic Disciple can only maximize spells that are three levels lower than his Magic Mastery Level in that particular school.

HERMETIC DISCIPLE SPELL LIST

The following spells are taken from the d20 Modern SRD and organized into their appropriate schools for the sake of convenience. Game Masters are encouraged to add spells from other products if they are of the appropriate school and appropriate for the genre. Conversely, Game Masters should also feel free to remove any spells that they find inappropriate for their own campaigns.

Abjuration

0 Level
Detect Magickal Aura
Prestidigitation
Read Magick
Resistance

1st Level
Hold Portal
Remove Fear
Sanctuary
Shield

2nd Level
Arcane Lock
Protection from Arrows/Bullets
Resist Energy
Shield Other

3rd Level
Dispel Magick
Glyph of Warding
Improved Arcane Lock
Nondetection

4th Level
Energy Trap
Freedom of Movement
Minor Globe of Invulnerability
Remove Curse
Spell Immunity

5th Level
Break Enchantment
Spell Resistance
Synchronicity

Divination

0 Level
Detect Magickal Aura
Prestidigitation
Read Magick

1st Level
Comprehend Languages
True Strike

2nd Level
Aid
Augury
See Invisibility

3rd Level
Locate Object
Magick Circle
Status

4th Level
Arcane Eye
Detect Scrying
Discern Lies
Divination
Tongues

5th Level
Scrying
True Seeing

Enchantment

0 Level
Detect Magickal Aura
Prestidigitation
Read Magick

1st Level
Bane
Bless
Command
Sleep

2nd Level
Zone of Truth

3rd Level
Hold Person

4th Level
Confusion

5th Level
Greater Command
Hold Monster

Illusion

0 Level
Daze
Detect Magickal Aura
Magick ID
Prestidigitation
Read Magick

1st Level
Change Self
Undetectable Magickal Aura

2nd Level
Blur
Invisibility
Magick Mouth
Silence

3rd Level
Displacement
Invisibility Sphere

4thLevel
Phantasmal Killer

5th Level
Seeming

Appendix 4: Selected Readings

Nonfiction

Bonewits, Isaac. Real Magic. Samuel Weiser, Inc. (1989)

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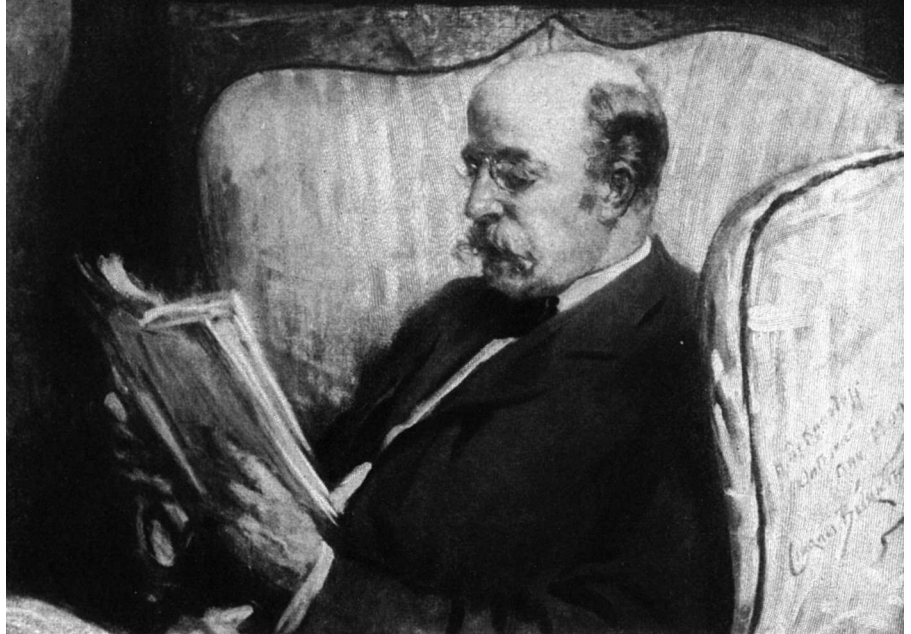
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