



COLONIAL
Gothic

The Grimoire

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THE GRIMOIRE

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THE GRIMOIRE

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Richard Iorio II



CHICAGO

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Special thanks to Graeme, for always pushing me to be a better designer & writer. Ariana, my muse and constant companion. The three monsters, this would have been done sooner if you did not keep walking across the keyboard.

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Powered by 12°. It is time to use your 12-sided dice.

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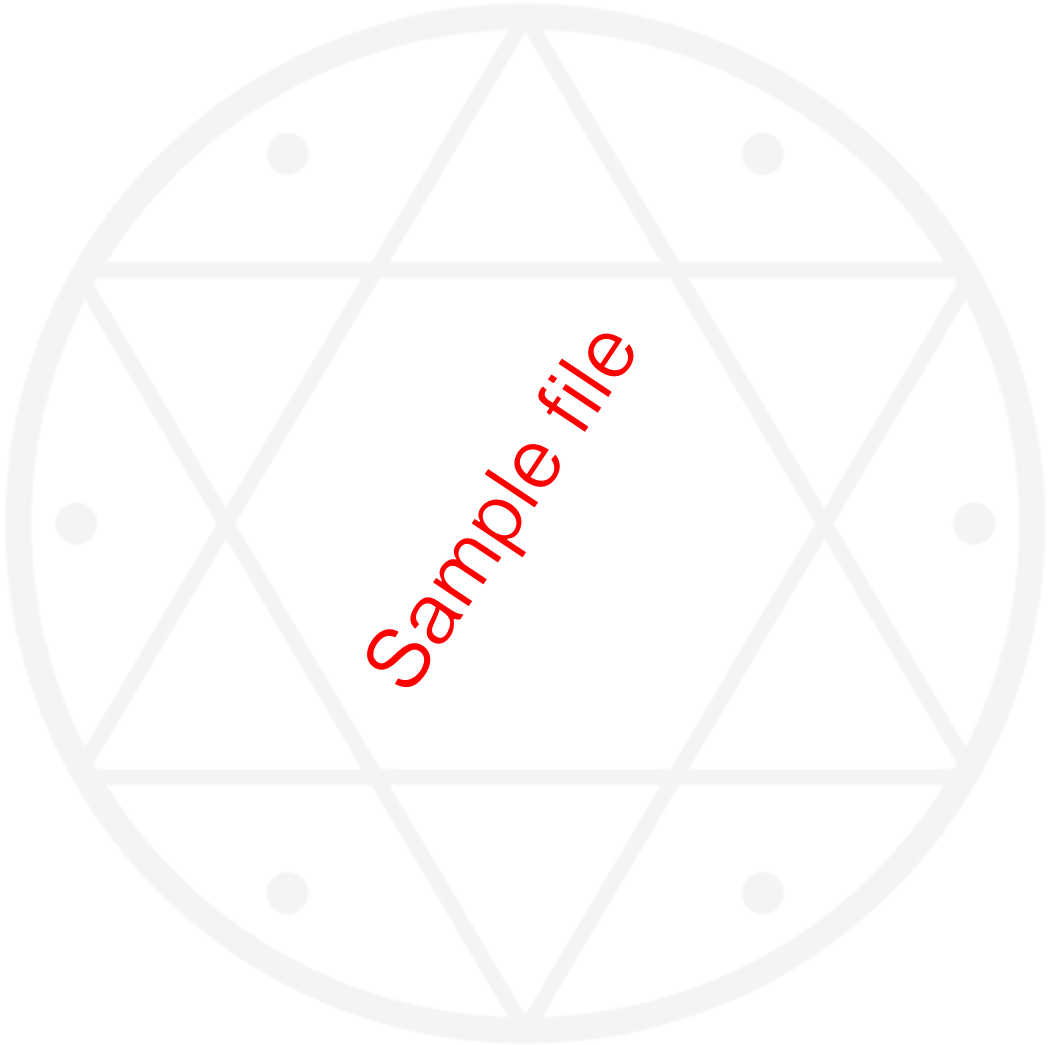
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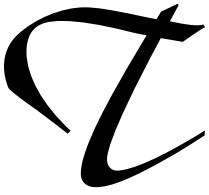


Introduction

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his is a book about magic.

Ok, admittedly, reading this book will not give you the ability to summon daemons, craft love potions, or plumb the depths of esoteric knowledge. Yet, it will present you with a solid collection of ideas that you can easily slip into **COLONIAL GOTHIC**. The *Grimoire* is the sum of over five years of playing, as well as designing for, this game. In that time myself, and others, have created new spells, and found new challenges to spring on unsuspecting players. What will you find here?

In **Chapter 1** you will find common and arcane spells. These spells take the game into new realms, and open up numerous possibilities for gamemasters and players alike. From summoning Elder Gods, to being able to travel vast distances, the spells found here are designed to quickly be slipped into your current games.

In **Chapter 2** the topic of books are covered. These rules appeared in the now out of print *Colonial Gothic: Secretes* and since their original printing, they have been changed and tweaked to be easier to use. In addition, no chapter covering books would be complete without numerous books to use. Many of the books found here are real books found throughout history, and some, are wholly creations of the imaginations. As to which are real, and which are “make-believe,” that is up to you to decide.

Chapter 3 introduces the concept of magical talismans. Talismans are objects which are imbued with magical power, and allow those who are not skilled in magic, to be able to call on magical powers.

Chapter 4 covers the topic of relics. Relics are items that have a specialness about them. Think of them as magical items, or objects from mythology.

No book dealing with magic in the world of **COLONIAL GOTHIC** would be complete without a in-depth discussion on witchcraft. This discussion is found in **Chapter 5**.

Chapter 6 covers objects of the occult. From cold iron to holy water, these objects give the hunter of the supernatural the edge they need.

Finally in **Chapter 7** new creatures are found.

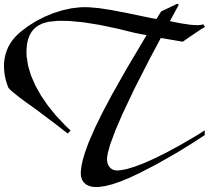
So take a deep breath, whisper a silent prayer, and prepare yourself to plumb the depths of **COLONIAL GOTHIC**'s occult world.





Chapter 1
New Spells &
Arts

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he *Colonial Gothic Rulebook* defines the learning and use of spells. Spells are magical feats some heroes, villains and even supporting cast are able to perform. There are two groupings of spells, and though they share similar rules covering their use, these groups differ in the powers upon which they call.

The first grouping is common spells. These are the spells most spellcasters learn, and, though powerful, common spells are not long lasting and do not

have the potential to cause much harm. The second grouping consists of arcane

spells, which are more powerful, and, when successfully cast, have the potential to

cause much change.

Common Spells

Beauty's Face

Range: Touch

Duration: Minutes equal to caster's Resolution

Performed On: Others, Self

Sanity: 0

Developed by the **MINISTÈRE DE LA MAGIE POUR LA PRÉSERVATION DU SOLEIL TRÔNE** in 1631 as a means to aid the French diplomatic corps, this spell was closely guarded. Knowledge of it leaked out in 1721, in a small book entitled *La Magie des Arts et des Arts de la Magie*, by Benoît de la Nord. Though the **MINISTÈRE DE LA MAGIE** tried to suppress knowledge of this spell, it quickly spread, and many learned of it. When cast, this spell magically enhances beauty, aiding the recipient in negotiations.

Success in casting this spell gives the target +1 (+2 for a Dramatic Success) to all Diplomacy tests for a number of minutes equal to the caster's Resolution. Failure means the recipient suffers -1 (-2 for a Dramatic Failure) to all Diplomacy tests for a number of minutes equal to the caster's Resolution. A Dramatic Failure gives the recipient -4 to all Diplomacy tests.

Bless

Range: Touch

Duration: 1 Day

Performed On: Objects

Sanity: 0

This spell has a long and varied history and is favored by shamans and other religious figures. The caster calls upon the power of the Great Spirit or the Lord to bless an object with divine grace. A blessed object is able to harm Infernal and Undead creatures (see *Colonial Gothic Rulebook*, page 214 & 221), but otherwise it receives no special benefit. The blessing lasts for only one day, and it must be performed each day for the object to retain its blessing. A Dramatic Success causes the blessing's effect to last for two days. A Failure means nothing happens, while a Dramatic Failure inflicts damage on the caster equal to the caster's Resolution.

Celestial Music

Range: 20-foot Radius

Duration: Minutes equal to caster's Resolution

Performed On: Self

Sanity: 0

Though many know this spell, there is strong debate on the appropriateness of teaching it. The modern origins of this spell date back to 1202, when the Benedictine Monk Lütke discovered it in a collection of scrolls and transcribed it into a small book dealing with the usefulness of magic. Lütke's book remained in the monastery until 1523, when Gysbert van Rijn stole it and later published it in a larger work known as *De Heer Hemelse Magische Muziek*. Since then, this spell has been found in numerous grimoires, and is widely studied and practiced.

Success means the mage summons music that plays without the aid of instruments or musicians. This music issues forth from thin air and follows wherever the caster moves. The music is of any style the mage knows, and matches his mood. If the caster is happy, the music is happy; if the caster is somber, the music is somber. Listeners within range gain +1/-1 (+2/-2 for a Dramatic Success) to Fear tests. It is up to the caster who gets a bonus and who gets a penalty, but typically allies get the former and enemies get the latter. On failed tests, the music does not play. A Dramatic Failure summons the music, but it is out tune and discordant. The distracting music causes the caster to suffer -1 to all tests for a number of minutes equal to his Reason stat.

Dispel

Range: Touch

Duration: Instant

Performed On: Self, Others

Sanity: 0

Credited to Vinicius, a mage living in Rome during the fifth century A.D., this spell is found in numerous scrolls, hand-copied works, and grimoires. It is able to dispel the effect of any magic that has been performed on a person, object, or area. Dispel is not limited to spells; it can also counteract alchemical arts and witchcraft rituals (see *Chapter 5*). Vinicius' spell only dispels effect; it does not heal any damage, cure any disease, or reverse any effects caused ailments the target might have suffered because of the magic cast on them. Dispel is useful in dispelling spells such as Curse, Luck, and Rainmaking.

A Success dispels the magic of one spell, alchemical art or witchcraft ritual, while a Dramatic Success dispels the magic of all spells, alchemical arts and witchcraft rituals currently applied to the person or object in question. Failure means the magic is not dispelled, while a Dramatic Failure strengthens the magic the spellcaster is trying to dispel, doubling its duration.

Fish's Breath

Range: Touch

Duration: Minutes equal to Resolution

Performed On: Self, Others

Sanity: 0

A favorite of numerous New World shamans, the knowledge of this spell has recently reached the wider occult community of the White Man. Fish's Breath first appeared in *Dissertations on the Natives*, a small book published in 1699. This work has long been out of print, but from time to time it appears in the personal libraries of the well read, and in better-stocked bookshops in the colonies.

A Success allows the recipient to breathe underwater with no penalty, as easily as on land, for a number of minutes equal to her Resolution. A Dramatic Success doubles the duration of the spell. Failure indicates the spell is not cast, while a Dramatic Failure causes the caster's lungs to suddenly fill with water, inflicts 1d12 points of Damage.

Form the Cloud

Range: Touch

Duration: Minutes equal to caster's Resolution

Performed On: Self

Sanity: 0

When casting this spell, the mage calls on the elemental spirits of air and water. The spirits enter the caster's body transforming it into a cloudlike substance. In this form, the caster can fly 80 feet per Round and climb at half that rate. In this form, he can neither make nor suffer any physical attacks. The cloudlike mage can flow through any opening; even if it is as small as a keyhole. The downside is that the mage cannot communicate verbally, or perform any spells. Also, none of his gear is transformed—not even clothing. When the effect wears off, he re-solidifies naked.

Success means the spell works, Failure that it does not. A Dramatic Success doubles Form the Cloud's duration, while a Dramatic Failure causes the mage to suffer 1d12 points of damage.

Healing Wind

Range: Touch

Duration: Instant

Performed On: Others

Sanity: 0

This spell calls the elemental spirit wind into the lungs of the caster, who can blow it into an injured person, whose body it enters and whose injuries it seeks out. The wind restores 1d12 points of Vitality to the injured party; on a Dramatic Success 2d12 points of Vitality are restored. Failure means the caster has not healed the patient, instead harming her for four points of lost Vitality. A Dramatic Failure causes eight points of Vitality loss. The healing wind can

also save someone who's been poisoned, but only within 10 minutes of poisoning.



Insight

Range: Touch

Duration: Instant

Performed On: Other

Sanity: 0

This simple spell allows the spellcaster the ability to discern a person's true nature. The spellcaster is able to sense the motives of one person, including whether or not he is telling the truth. The spellcaster cannot tell what, specifically, is false about the target's statements (nor what is true)—only that the target seeks to mislead.

Success allows the spellcaster to discern the nature of one person, while a Dramatic Success lets the spellcaster discern the nature of two people. Failure means the spell does not take effect, while a Dramatic Failure means the spellcaster loses 1 Sanity due to being overwhelmed by the lowering of mental defenses required to cast the spell.

Invocation of the Stone

Range: Touch

Duration: Minutes equal to caster's Resolution

Performed On: Self, Others

Sanity: 0

This spell, which calls upon an earth spirit, lends the caster's skin the toughness of stone. This stone offers protection and acts as armor, giving those who attack the caster -1 to be hit on Success (+2 for a Dramatic Success). The caster is furthermore immune to physical damage, thus the caster can be hit, but not damaged physically. While channeling the earth spirit, the caster's Movement is reduced by half, and he is unable to jump, run or swim. On a spell test Failure, the spell fails to take effect, while a Dramatic Failure causes the caster to suffer 1d12 points of damage at the hands of an angry earth spirit.



Mark

Range: Special

Duration: Instant

Performed On: Object

Sanity: 0

This simple spell is favored by many mages. The mage inscribes her name on a book and, when she casts this spell, can instantly summon the book to her hand over any distance, regardless of any barriers between her and the book. The spell has a price, however. Every time the mage summons the book, she must cut herself and use her own blood to write the title of the book on a fresh piece of parchment. It costs the mage two Vitality to summon the book. Mages who want to summon more than one book must perform the spell once per book. There is no limit to the number of books that can be inscribed with mage's mark; however, only one book can be marked per casting. Thus, to summon 20 books, this spell must be performed 20 times—once for each book.

Success means the book appears as desired, Failure that it does not. A Dramatic Success reduces the Vitality cost by half. On a Dramatic Failure the mage not only does not summon the book but also loses a Sanity point, in addition to the two Vitality points.

Reveal

Range: Feet equal to caster's Resolution

Duration: Instant

Performed On: Self

Sanity: 0

This spell has been used by many cultures, but the Cherokee use it to great effect when facing their enemies. The Templars also employ this spell, feeling that it is a gift from God and that the use of it allows them to ferret out their enemies.

Success means the mage is able to reveal one person or object that is hidden, either through the use of magic or by natural means. The mage is able to pierce the obscuring veil surrounding the object or person, and discover where it is. As long as the object or person is within range, the mage is able to see it and share the location with others. A Dramatic Success doubles the range of the spell. Failure means the spell does not work, while a Dramatic Failure strikes the mage blind for a number of minutes equal to his Resolution. While blind, the caster suffers -4 to all tests.



Shadow of the Moon

Range: Touch

Duration: Minutes equal to Resolution

Performed On: Self, Other

Sanity: 0

Though the Inquisition feels that the use of magic and the occult is a sin against God, Inquisitors have developed their own spells to aid them in their work. For a long time the secret of this spell was well guarded, and no one outside of the Inquisition knew of it. This changed in 1495 when the **NOIR SORT DE LA MAIN DE LA VENGEANCE** stole the *Libri Obscurum*, which a book belonging to the Inquisition and dealing with combat techniques. Though much of the material found in the *Libri Obscurum* was of no practical use, they contained this very useful spell, which soon became much sought after by mages.

Success means mage summons a sphere of darkness 10 feet in radius, making her difficult to see. Anyone trying to attack the obscured mage suffers -1 to all tests (-2 with a Dramatic Success). The mage can see normally and is not affected by the darkness. Failure means the spell does not take effect. Dramatic Failure blinds the mage, who suffers -2 to all tests for a number of minutes equal to Resolution.

Shield

Range: Sight

Duration: Minutes equal to caster's Resolution

Performed On: Self

Sanity: 0

Success shrouds the mage with a ghostly light. This light imbues the mage with a power that resists magic. Anyone (friend or foe) casting a spell on the mage suffers a -4 spell-test penalty. While this spell is in effect, the mage is unable to cast any spells. A Dramatic Success doubles the spell's duration. On a spell test Failure, the spell simply doesn't take effect, whereas a Dramatic Failure leaves the mage unable to cast any spells for one full day.

Spirit of the Fire

Range: Touch

Duration: Minutes equal to caster's Resolution

Performed On: Self, Others

Sanity: 0

This simple spell summons a fire spirit that enters the body, filling it with great warmth. This warmth is enough to fight off the effects of cold. As long as the spirit remains in the mage's body, cold has no effect on her. Success means the spirit appears and warms the body as desired, Failure that it does not. A Dramatic Success causes the effect last for one full day, while a Dramatic Failure inflicts damage equal to the caster's Resolution due either to retribution from a spirit angry at being summoned or imperfect mystical alignment with a willing spirit.

Spirit of the Wood

Range: Touch

Duration: Minutes equal to caster's Resolution

Performed On: Objects

Sanity: 0

This powerful spell, channels the spirits of the woods. The caster becomes one with the grass and trees, which take action in response to his thoughts. The mage can cause trees to close ranks to hinder pursuers or command the grass to tangle enemies in a vice-like grip. Other uses might include commanding tress to bend down their branches for easier climbing. Success means the mage controls the spirit as desired, Failure that he does not. Dramatic Success doubles the duration of the spell. On Dramatic Failure, the caster suffers 1/2 points of damage when nearby plants attack him.

Strength of the Earth

Range: Resolution

Duration: Minutes equal to caster's Resolution

Performed On: Others, Self

Sanity: 0

This spell channels an earth spirit who grants the caster the ability to transform any living creature up to twice her size to stone. Success in casting means the target must make a Resolution test to resist this spell. If this test is failed, the target turns into stone, and cannot move or talk for a number of minutes equal to caster's Resolution. Dramatic Success means that the spell lasts for a number of hours equal to caster's Resolution. Failure means the spell does not take effect; on a Dramatic Failure the caster is turned to stone for minutes equal to her Resolution.

Arcane Spells

Animate Dead

Range: Special
Duration: Instant
Performed On: Others
Sanity: 12

Though any spell can be turned to evil purposes, very few are innately evil. Necromancy is one of those few, learned only by those worshipping darkness and shadow. Animate Dead allows a mage to create and rule zombies. To create zombies, the mage needs to be within one-foot of corpses that have not been dead for more than one month. Without such reasonably fresh corpses, the spell cannot be performed. One casting creates one zombie who must obey the mage's commands. The maximum number of zombies a mage can master is equal to his Resolution. Thus, a mage with Resolution 15 can control a total of 15 zombies. On a Dramatic Success the mage summons two zombies (provided there are two fresh corpses available). Failing the spell test means no zombie are created, while a Dramatic Failure animates an uncontrolled zombie that seeks to attack the mage.

Bone Dance

Range: Special
Duration: Instant
Perform On: Other
Sanity: 10

This necromantic spell allows the mage to summon skeletons. The mage must perform this spell in a graveyard, and if successful she summons a number of skeletons equal to her Resolution divided by 4. These skeletons obey the mage's commands, and the maximum number of skeletons a mage can bind to her service is equal to double her Resolution. Thus, mage with Resolution 12 can have 24 skeletons in her service at one time. A Dramatic Success summons skeletons equaling half the mage's Resolution, while a Dramatic Failure summons the full number of skeletons, which attack the mage.

Breath of Life

Range: 30 feet
Duration: See below
Performed On: Others and Objects
Sanity: 11

This Kabalistic was first performed by Rabbi ben Abraham of Safed in 1564. Through its use, the caster creates a golem that obeys his will at all times. The original golem was constructed to protect the Jewish Community in Safed.

The creation of a golem requires the sacrifice of a human life, and therefore affects the sanity of the caster.

The components of the spell are a human-sized figure (made from clay, iron, flesh or a similar material), a stone slab, and personal objects belonging to the sacrifice. The caster must retain the personal objects; without them, controlling the golem is very difficult. Four types of golems are commonly created, and each type requires the learning of a different spell. The duration of the golem's existence varies. Refer to **Table 1.1** for the type of golem and duration. (Golems can be created from other materials, but their longevity is generally greatly reduced.)

TABLE 1.1: GOLEM CREATION

MATERIAL	DURATION
Clay	Years equal to Resolution
Wood	Permant
Metal	Months equal to Resolution
Flesh	Days equal to Resolution



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Clear Vision

Range: Touch

Duration: 1d12 minutes

Performed On: Self, Others

Sanity: 6

After performing this spell, a mystic light enters the mage's eyes, allowing for clear vision. Clear vision allows a recipient to see in darkness as if it was daylight. Anything that might obscure the recipient's vision, be it smoke, fog, or even a blindfold, fails to block this magic sight.

Success means that those with this spell cast on them suffer no vision-based penalties and can fight in the darkness as well as the daylight. Dramatic Success causes the spell to last for a full day. Failure sees the caster struck blind for 1d12 minutes, and Dramatic Failure strikes her blind for one full day.

Contact Elder God

Range: Within circle

Duration: Minutes equal to half the Caster's Resolution

Performed On: Others

Sanity Cost: 24

This is a powerful spell in that it contacts an Elder God and allows the caster to commune with and seek advice from this Elder God. Each spell is specific to one Elder God, and one Elder God only. This spell can be learned multiple times, with each spell learned allowing the caster to contact an additional Elder God.

To cast this spell requires much from the caster. First, he must fast for a period of 24 hours, and during that time meditate and prepare himself mentally and physically for the casting. During this time, he must inscribe the appropriate circle (the learning of which is part of the learning of the spell) for the

God he wishes to contact, and this circle must be made from the appropriate components, or the spell will not work. Once the circle is inscribed, the caster must chant for 10 minutes, and in that time he can do nothing but chant. If the chanting is stopped for any reason, either by the caster or someone else, the spell automatically fails.

Once the chanting is over, and Success is made on the spell test, the image of the God appears in front of the caster. The caster is then able to ask the God for advice, seek its aid, or ask for some boon. The God remains for a number of minutes equal to half the caster's Resolution. On a Dramatic Success the apparition remains for a number of minutes equal to the caster's Resolution. The Elder God will simply not respond to a failure. Dramatic Failure means dire consequences. First, the caster's Sanity is permanently reduced by a number of points equal to his Resolution. In addition, the Elder God curses the caster as per the Curse spell, with the effects enduring until the Elder God deems otherwise.

TABLE 1.2 THE ELDER GODS

ELDER GOD	SUMMONING CIRCLE COMPONENT
Azathoth	Blood of a lizard
Cthulhu	Ink from a squid
Shub-Niggurath	Bile of a goat
Hastur	Blood of a rooster
Nodens	Blood of a raven
Nyarlahotep	Bile of an owl, blood of a hawk, and the eye of a cat
Nyogtha	Blood of a ram
Tsathoggua	The Caster's blood
Yig	Blood of a snake
Yog-Sothoth	Blood of a squid and a rabbit

Control

Range: 50-foot radius around caster

Duration: Minutes equal to caster's Resolution

Performed On: Others

Sanity: 5

The spell takes thirty minutes to perform, and it requires that the caster have a personal object belonging to the target. It should be an object that means something to the object; a prized pen used by the target to sign the declaration of independence would work quite well; a pen he used a few times for writing out receipts in his shop would not. Without such an object, the spell will not work. Victims of this spell will refuse to do anything that brings direct harm physical harm to themselves or their loved ones. Successfully casting this spell, the caster is able to control one person, a dramatic success has the caster able to control a number of people equal to half their Resolution. Failing to cast the spell, means no one is controlled, while a dramatic failure has the caster go into a catatonic state equal to the duration of the spell.



Covering Cloud

Range: Touch

Duration: Minutes equal to caster's Resolution

Performed On: Object

Sanity: 6

This spell has the mage summon a thick fog shrouding all within range. On a Success, any target engulfed in the fog suffers a -1 to all tests due to obscured vision. The fog does not follow the caster; it simply stays centered where it was cast. A Dramatic Success summons a fog so thick that those caught within it suffer -2 to all tests. Failure in summoning the fog means nothing happens, while a Dramatic Failure leaves the caster struck blind for a number of hours equal to her Resolution.

Discerning of Spirits

Range: One person within 10 feet of caster

Duration: Rounds equal to caster's Resolution

Performed On: Others

Sanity: 10

This spell is a supernatural gift enabling the worker of magic the ability to read the hearts of men, to recognize whether a person's actions are his own, or if he is under the influence of some supernatural agency. A discerner of spirits would be able to distinguish demonic possession from simple insanity and genuine prophets from false ones. A Dramatic Success allows the mage the ability to recognize who is in control of the target's actions for a full day. Failure means the caster is unable to reach any conclusion about influences. On a Dramatic Failure, the spell backfires, and the mage must make an Insanity test. Failure of this test results in the loss of a Sanity Point.

Distant Eye

Range: Special

Duration: Minutes equal to caster's Resolution \div 2

Performed On: Self

Sanity: 7

This spell has been known by many names, among many people. Its ultimate origin is lost to history, but the first documented example of this spell was in the 1633 book titled *Transfixurum la Mente Avvolta* by Vincenzo Zenetti. Zenetti was known not only as a skilled academic, but also as a skilled harpist. He discovered the spell in an obscure handwritten book titled *Minutes* by the Saint Franciscan monk Anthonius Roggeveen in about 1433.

On successfully casting this spell, the mage can scry on and observe all that is transpiring in the immediate vicinity of one person. There is no limit to the distance across which the mage can scry, but she must possess something of the person upon whom she wishes to scry. Examples include locks of hair, personal mementoes, or anything else that has a connection to the target. The target can resist with a successful Resist test.

Success means that while observing the person, the mage can hear and see what is happening but is unable to communicate with the person. The effect of the spell lasts for a number of minutes equal to half the caster's Resolution. While this spell is in effect the caster can do nothing but concentrate on the spell. As soon as the concentration is broken, the spell ends.

A Dramatic Success means the duration is doubled to equal to the caster's Resolution. Casters whose spell tests result in Failure are unable to observe their targets, while those who experience Dramatic Failure lose 1d12 points of Fatigue and 1 Sanity.

Gift of Tongues & Interpretation of Tongues

Range: Special

Duration: Minutes equal to Resolution

Performed On: Self

Sanity: 4

Some would call this spell a miracle, while others feel this is merely a very useful spell. Success lets Gift of Tongues give the mage the ability to be understood by people who do not share a language in common with the speaker. However, the speaker does not gain the ability to understand the language (or languages) he can now speak. The number of people who can understand the caster equals his Resolution. A Dramatic Success means double the number of listeners can understand the caster. On a failed, the spell does not work. A Dramatic Failure leaves the mage struck mute for 1d12 minutes.

The natural complement to this spell is the Interpretation of Tongues, which enables the caster to understand languages he does not speak. This spell works similarly to the Gift of Tongues with regard to spell tests. On a Success the number of languages understood equals the caster's Resolution, on a Dramatic Success twice that number can be understood. Failure indicates the spell does not work, and Dramatic Failure leaves the caster struck deaf for 1d12 minutes.



Grace of Healing

Range: 1 Person

Duration: Instant

Performed On: Others

This powerful spell allows the mage to heal one person. Success restores $1d12$ Vitality; in addition, it cures a person of one disease, as well as counteracting the effects of one poison. If the person in question is suffering from multiple diseases (or poisons), the spell needs to be performed multiple times. The mage cannot restore more Vitality to an injured person more than the person's original total. Dramatic Successes restore $2d12$ Vitality, as well as curing two diseases (and counteracts two poisons). Failure does not cure anything, while Dramatic Failure inflicts $1d12$ points of damage.

Inspiration

Range: Feet equal to twice Resolution

Duration: minutes equal to caster's Resolution

Performed On: Others

Sanity: 5

This spell allows a mage to inspire others. Religious figures use this spell to inspire their followers to greater levels of achievement than normally possible. This spell can affect a number of people equal to the caster's Resolution. A Success in casting this spell gives recipients $+1$ to all tests, while a Dramatic Success grants $+2$ to all tests. A Failure causes the spell not take effect, while a Dramatic Failure leaves all hearers within range so disheartened that they suffer -1 to all tests.

Plague

Range: Touch

Duration: Instant

Performed On: Others

Sanity: 10

This spell first appeared in the writings of the mystic Matho the Dark, who lived in Spain in the latter half of the third century A.D. Matho had a reputation as a great thinker, and he traveled the length of the Roman Empire in search of mystical knowledge. The current version of Plague is a distillation of a much earlier work by the mystic. The spell has changed many times throughout the centuries, but the basic idea is always the same: the spell infects anyone touched with disease.

Success on spell test (and a successful touch) infects the person touched with one of the diseases found in the *Colonial Gothic Rulebook*. Victim can resist this spell with a successful Vigor or Resist test; failure indicates infection. A Dramatic Success makes the disease harder to resist and the victim suffers a -2 penalty to the Vigor or Resist for fighting off the disease. Failing the spell test means the mage does not infect a victim, while a Dramatic Failure causes the mage contracting the disease in question himself.



Prayer to The Twelve

Range: Touch

Duration: 1 Hour

Performed On: Self, Others

Sanity: 10

This spell was created to invoke a group of Angels who are associated with the Great Celestial Clock. The members of this group, known as The Twelve, are Angels standing watch to ensure no harm befalls the Gates of Heaven. This spell, which was developed in 1123 in the Holy City of Jerusalem, was almost lost to history. If it not for the Templar Sir Kane of Cyprus, who stole the book containing the spell, *Duodecim Tutela of Polus*, the spell would have been lost.

The mage must summon the correct angelic spirit (each is associated to one number on the clock). If the mage's casting is a Success that summons the wrong spirit, the spell still works but is not as powerful. This spell must be cast at the stroke of the hour; failing to do so shortens its duration. By how much? If you cast it at 12:30, it lasts just for 30 minutes until the next hour.

Success that summons the correct angel leaves the caster hidden and at -2 to be detected or attacked (-1 if the wrong angel has been summoned). Successfully casting this spell summons the spirit of the angle associated with the hour, and a slight glow covers the caster's body. While the spirit of the angle fills the caster, they are at a -2 to be detected or attacked. A dramatic success gives the mage at -4 to be detected or attacked (-2 if they summon the wrong angel). On a Failed spell test, no Angel is summoned, while a Dramatic Failure makes the mage easier to detect or attack, and anyone trying to attack or detect her gains a +2 bonus to do so.

Quake

Range: Eyesight

Duration: Instant

Performed On: Others

Sanity: 12

This spell was developed in prehistoric times, with the rudiments passed from culture to culture and civilization to civilization, and it has been used over the years by countless powers against their enemies. Over time, quake has become more powerful and better refined. A favorite of Old World powers, this spell has recently gained much popularity among the many native tribes of the New World.

Success lets the mage target an area of ground with a 40 foot radius (nothing happens on a Failure), anywhere within her eyesight. The spell opens a hole with a depth equal to twice the caster's Resolution (a caster with a 12 Resolution is able to open a 24-foot-deep hole). Those caught within the radius of the appearing hole falls into it, suffering 1d12 damage (half if they make a Nimbleness test) and finds themselves at the bottom of the hole. The hole does not remain open; it closes immediately on the next round. Unless they can somehow escape in that single round, those in the hole suffer 1d12 points of damage when it closes. Those trapped like this are able to dig themselves out—if they can make a Successful Might test. Failing this test traps the victims who take another 1d12 points of damage. They can attempt to escape the next round, either escaping or taking 12 more points. A Dramatic Success expands the radius of the hole to 80 feet. A mage failing the spell test does not cast the spell; a Dramatic Failure means the hole opens underneath the caster, catching her and anyone standing within 40 feet of her.



Raising of the Dead

Range: Touch

Duration: Instant

Performed On: Other

Sanity: 15

Although the raising of Lazarus is by far the most famous example of this spell, other examples can be found, such as that of Tabitha, a woman raised by St. Peter in the Acts of the Apostles. Raising of the Dead is a powerful spell that takes 12 of praying and changing hours to perform. In addition, for the entire 12 hours, the mage's hands must remain in contact with the body of the deceased. The caster can perform no other actions; if she stops praying or loses touch with the body, the spell fails. Upon finishing the spell, the mage must make a spell test, and on a Success, the dead person is brought back to life, though with only 1 Vitality. A Dramatic Success brings the body back to life with 2 Vitality. A Failure means the body is not raised. A mage who rolls a Dramatic Failure must make an Insanity test, and if, that is failed, loses 4 points of Sanity. In addition, the dead person does not return to life, becoming instead a ghoul (see *Colonial Gothic Rulebook*, p. 230) bent on attacking the caster.

Thunder

Range: 50-foot radius

Duration: Instant

Performed On: Others

Sanity: 10

This spell calls upon the power of nature to summon a clap of thunder. This thunder is loud, affecting all within a 50-foot radius of a point chosen from anywhere within eyesight of the caster. This spell was developed by French Military mages who wanted a means to stun the opposition and cause as much confusion as they could. They took as the basis of their spell the knowledge gathered by Jesuit Missionaries writing about the magic of the various native tribes in New France. How this spell became more widely known is a mystery.

Success forces those within range make a Resolution test, with Failure leaving them stunned and unable to take any Actions for one round. In addition, anyone within range of the thunder suffers from deafness for a number of minutes equal to the caster's Resolution. While deaf, they suffer a -1 to all tests. A Dramatic Success doubles the effect of this spell (stunned for 2 minutes, deaf for minutes equal to caster's Resolution times two). Failure on the spell test means the spell simply didn't take effect, while a Dramatic Failure means the clap of thunder is centered on the mage and affects anyone within 50 feet of him.



Transport

Range: Miles equal to caster's Resolution \times 2

Duration: Instant

Performed On: Self, Others

Sanity: 15

No one knows exactly when this spell was created, let alone when knowledge of its existence was shared. What is known is that the Mandoag have used similar spell that allows them to move war parties in secret. Military and paramilitary groups value these spells, which meet the need to move troops with ease, safety, and secrecy.

This spell allows the mage to magically span a number of miles equal to Resolution multiplied by two. For example, a mage with a 12 Resolution could travel 24 miles. The mage simply opens a rift in space, which links the spot they currently stand on to a spot some distance away. As long as the mage has been to that spot, the travel is easy (given a Success on a spell test). If the mage has never been there, there is a -4 penalty to the spell test. A number of people equal to half the mage's Resolution can be transported. A Dramatic Success doubles the number of people the mage can transport.

Failure means the mage is not transported. A Dramatic Failure causes the mage and anyone else affected by the Transport to suffer 1d12 points of damage.



Sample file

Alchemical Art

Distillation

The most important Art for any Alchemist, and really the major goal of the Art, is the process of Distillation. Distillation is the process Alchemists use to discover the essence and nature of all life. It is with this Art that they break down living matter into a liquid, and through this liquid, can take on the traits of living creatures. In short, it is the breaking down of an animal or living person, and the creation of an *Essence* that, once drunk, gives the imbued target a specific trait for a period of time.

The first step is to create a still large enough to contain the animal or human that is to be distilled. This still is filled with water, and allowed to boil; as it boils, the vapor escapes, is trapped in the coil, cools, and collects in the adjacent vessel. During this process, which requires a day, the Alchemist can do nothing but keep the fire hot enough so that the liquid boils. At the end of the day, the Alchemist must make an Alchemy Test, with success indicating he has successfully created an *Essence* of (whatever is in the still). The *Essence* is the one trait, or Skill, of the living thing that has been distilled. Note that *Essences* are only made from the listed Traits of a creature. In order to take on this trait, the *Essence* must be drunk. Once drunk, the effect of the distilled trait or Skill lasts for a number of minutes equal to the Alchemist's Resolution (double for a Dramatic Success). Failing the Alchemy Test means the *Essence* is not created, while a Dramatic Failure causes the still to explode, causing 12 points of Damage, and draining the Alchemist of all his Sanity due to the horror witnessed.



So how does *Essence* work? Let's say you want to create an *Essence of the Lion* and you want this *Essence* to give the imbiber claws. You add the body of one lion to the still, and work through the process. At the end of the requisite time, you create an *Essence of the Lion*, and once drunk, the drinker's hands transform into claws, resembling those of a lion. When distilling a human, the *Essence* created is either one of the Skills the person had, or the Attribute they have (say their Might). For example, a warrior who is known for his skill with the sword could be distilled to create an *Essence* which when drunk, would give the drinker the Melee Skill of the warrior.





Chapter 2

*Books & their
Use*

Sample file