

## ARCANA: SECRETS OF THE UNIVERSE

*"It is madness, complete madness, to leave our world to examine what lies beyond, as if our knowledge of the world and its inhabitants were perfect."*

- Pliny the Elder

In Rome, interest in the supernatural is traditionally an affront to true piety [*pietas*]. A citizen who abandons his mind to charlatans and exaggerated rituals has forgotten his sense of dignity. Romans have always cast foreigners in the role of the superstitious barbarian, attributing every event to divine wrath or whim. However, the fact is that Roman religion is highly magical in nature with its own rituals and taboos. The Senate enacts legislation outlawing the practice of harmful magic not out of disbelief but rather through fear of its misuse. The authorities deport magi when suspected of interfering in the affairs of law-abiding citizens.

In *FVLMINATA*, the universe behaves according to the ancient worldview, which allows your character to inhabit a world of mystic secrets, spirits [*numina*] and potent magic. The rules for arcane characters and powers apply to the *FVLMINATA* setting with the following exceptions and additions.

## ARCANE CHARACTERS

Ridiculed by some and feared by others, the magus falls outside of Roman cultural norms. These outsiders, obsessed and often mad, seek to understand and control the universe by attuning themselves with supernatural forces. Only through hard work and study outside the confines of civilization will the secrets of the gods reveal themselves to the magus.

The following archetypes are examples of magi within the Imperium, but other kinds of magi exist. The wild magicians [*goes*] travels from town to town, performing an eclectic mix of divination, healing and folk magic. Dressed in leopard skins, Aegyptian sorcerers [*hekau*] of the House of Life study hieroglyphs and ancient scrolls. Iudaean priests [*grammatici*], noble members of the twenty-four Courses, guard the sacred covenant between their god, Iotape, and their people. Hibernian *druidae* perform esoteric sacrifices in spirit-haunted rings of stone. Persian priests [*magoi*] keep the flames of Ahuramazda burning to aid in his eternal battle against Ahriman the dark god. And in far India, levitating *brahmin* embroider magical letters on scarlet cloaks to capture mountain snakes whose gemlike eyes confer invisibility.

### Augur

You are one of the sixteen Roman priests who belong to the College of Augurs, charged with interpreting the will of the gods. Unless you retire, this position is held for life even if you are exiled or condemned to death. You wear an embroidered toga [*toga praetexta*] and carry the sacred curved staff [*lituus*] as symbols of your office.

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

**Skills:** Notice d8, Persuasion d8, Spellcasting d8, +7 additional skill points

**Charisma:** -; **Pace:** 6; **Parry:** 2; **Toughness:** 5

**Hindrances:** One Major, two Minor

**Edges:** Arcane Background (Augury), Arcane Item (Curved Staff)

### Dream Seer [*Coniector*]

Plato insists that the pure of soul can recognize false dreams and even shape dreamtime. You are part of unbroken prophetic tradition versed in the art of interpreting and mastering dreams. You are well aware of the rumors that the mentally ill and those suffering from cranial damage are prodigies in dream magic.

**Attributes:** Agility d4, Smarts d6, Spirit d10, Strength d6, Vigor d6

**Skills:** Investigation d6, Knowledge (Arcana) d6, Persuasion d8, Spellcasting d8, + 6 additional skill points

**Charisma:** -; **Pace:** 6; **Parry:** 2; **Toughness:** 5

**Hindrances:** One Major, two Minor

**Edges:** Arcane Background (Dream Magic), Arcane Resistance

### Etruscan Diviner [*Haruspex*]

*"The Etruscans are a nation more than any other devoted to religious rites, all the more as it excelled in the art of practicing them"*

- Livy

You are descended from Etruscan nobility and have been trained since birth to master the arcane knowledge of your ancestors. You are one of the 60 priests in the college of diviners [*ordo haruspicium*] established by the Emperor Claudius to preserve the lore and wisdom of the Etruscan people. You have learned divining skills, magic, engineering and music. You call your fellow Etruscan diviners *netvis*, the Etruscan name for a *haruspex*. You wear Roman dress in public, but for private functions and even formal public occasions, you don ceremonial vestments including a traditional Etruscan embroidered tunic and peaked cap.

**Attributes:** Agility d4, Smarts d8, Spirit d8, Strength d6, Vigor d6

**Skills:** Intimidation d8, Knowledge (Arcana) d8, Spellcasting d8, + 7 additional skill points

**Charisma:** -; **Pace:** 6; **Parry:** 2; **Toughness:** 5

**Hindrances:** One Major, two Minor

**Edges:** Arcane Background (The Etruscan Art), Brave

### Marsian Warrior-Priest [*Marsus*]

Legend claims that the Marsians [*Marsii*] are descended from Telegonus, the son of Circe and Ulysses, which accounts for their magical powers. The *Marsii*, however, consider their abilities to be a gift from Angitia, the goddess of snakes and healing. You possess potent healing and water spells using snakes and their venom. While most Marsians remain near their ancestral homeland of Marsica located in the strategic mountain passes of central Italia, you travel throughout the Imperium as an itinerant healer, soothsayer and mystic.

**Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d8, Healing d8, Spellcasting d8, + 7 additional skill points

**Charisma:** -; **Pace:** 6; **Parry:** 2; **Toughness:** 5

**Hindrances:** One Major, two Minor

**Edges:** Arcane Background (Snake Magic), Immunity (Poison)

### Miracle-Worker [*Thaumaturgus*]

Originally hailing from the Eastern provinces, you perform amazing tricks in full view of the public that cannot be explained by science. You travel the Imperium eliciting fear and wonder from your enthralled audiences. Some of your admirers believe you divine, a claim you quickly deny lest the Roman authorities overhear. You cultivate a mysterious past, affect eccentricity and imply that you have access to secret knowledge. Thought you do possess magical powers, you are a charlatan and rogue at heart.

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d4, Vigor d4

**Skills:** Persuasion d8, Spellcasting d8, Streetwise d6, Taunt d6, + 6 additional skill points

**Charisma:** +2; **Pace:** 6; **Parry:** 2; **Toughness:** 4

**Hindrances:** One Major, two Minor

**Edges:** Arcane Background (Thaumaturgy), Charismatic

### Mithraic Priest [*Mithrax*]

You are bright, arrogant and amoral. After all, understanding the true nature of the universe is not a task for the slow or inflexible of mind. You were recruited from the fringes of society, perhaps an unwanted orphan or a misunderstood criminal.

Forbidden to wear distinctive clothing in public, you identify your brethren by figures of speech and private hand signals. Your opponents decry that this fraternal tie is stronger than your loyalty to Rome. The Mithraic College is organized into seven grades of initiation to mirror the seven planetary powers. You are a Raven grade priest associated with the planet Mercury.

**Attributes:** Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d4

**Skills:** Knowledge (Arcana) d6, Spellcasting d8, Stealth d6, Taunt d6 + 7 additional skill points

**Charisma:** -; **Pace:** 6; **Parry:** 2; **Toughness:** 4

**Hindrances:** One Major, two Minor

**Edges:** Arcane Background (Mithraic Magic), Finger Patterns

### Theurgist [*Theurgus*]

*"Theurgists do not fall into the herd which is subject to destiny."*  
- From the *Chaldean Oracles*

As a learned scholar of higher magic, you are either a wandering holy man or have secured employment with a wealthy patron. Your ultimate goal is to expand your perceptions beyond the human range and understand the nature of the divine soul. You wear only linen, eat no meat, drink no wine and wear your hair long. You prefer to go barefoot and strive to maintain a serious facial expression.

**Attributes:** Agility d4, Smarts d10, Spirit d8, Strength d4, Vigor d6

**Skills:** Investigation d6, Knowledge (Arcana) d6, Persuasion d6, Spellcasting d8, + 7 additional skill points

**Charisma:** -; **Pace:** 6; **Parry:** 2; **Toughness:** 5

**Hindrances:** One Major, two Minor

**Edges:** Arcane Background (Theurgy), Scholar

### Witch [*Venefica*]

You have abandoned the conventions of Roman society to carry on the Thessalian traditions of witchcraft. You either shy away from civilization as a hag [*saga*] or hide among the social circles of upper class women. Unless you attempt to blend in, you are easily recognized by your unorthodox dress and appearance. You tuck your *stolae* in to bare your knees and wear multi-colored clothing in contrast to the reserved, plain dress of Roman women. With your pale face and wild, unkempt hair resembling boar bristles or the spikes of a sea urchin, you frighten onlookers. A male witch, or *veneficus*, is a rarity. In Horace's *Amphitruo*, the eponymous hero charges Iuppiter with being a Thessalian warlock [*veneficus Thessalus*] whose spells have corrupted the minds of his slaves.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Healing d8, Persuasion d8, Spellcasting d8, + 7 additional skill points

**Charisma:** -; **Pace:** 6; **Parry:** 2; **Toughness:** 5

**Hindrances:** One Major, two Minor

**Edges:** Arcane Background (Thessalian Witchcraft), Double Pupil

## BACKGROUND EDGES

Background Edges are typically chosen only at character creation, but may be selected as advancements with Game Master approval. The core Background Edges of *Savage Worlds* are available to characters with the following exceptions and additions for *FVLMINATA*:

### Arcane Background

**Requirements:** Novice, Spellcasting

This Edge grants access to one of the following types of magic: *Aegyptian Magic*, *Augury*, *Dream Magic*, *The Etruscan Art*, *Mithraic Magic*, *Snake Magic*, *Thaumaturgy*, *Thessalian Witchcraft*, *Theurgy*.

To learn the powers of additional types of magic, a character must select this Edge multiple times. Note that multiple Arcane Backgrounds do not grant additional Power Points beyond the first 10; for that, characters must select the Power Point Edge.

## POWER EDGES

Power Edges are for those with Arcane Backgrounds. The core Power Edges of *Savage Worlds* are available to characters with the following exceptions and additions for *FVLMINATA*:

### Arcane Assistant [*Parhedros*]

**Requirements:** Novice, Arcane Background, Knowledge (Arcana) d8+

This Edge gives the character a magical helper that possesses five Power Points, which can be borrowed by the caster. The character may also purchase additional Edges for the assistant, including Power Points and individual powers. Assistants cannot obtain the Arcane Background Edge. The character must pick one of the following helpers (**to be detailed soon!**)

### Arcane Item [*Instrumentum*]

**Requirements:** Novice, Spirit d6+

This Edge can be used to either obtain or fashion an Arcane Item. Arcane Items are permanently enchanted and recover 1 Power Point per hour. If the Arcane Item is destroyed or lost, the character regains an Edge. This does not apply if the item is given away or stolen. Sample Arcane Items are detailed on p. 20.

*Obtain:* Any character may select this Edge to obtain an Arcane Item that is enchanted with 1 power with 5 Power Points. Similar to how super powers work in core *Savage Worlds*, the power of the Arcane Item is its own skill and has no liked attribute; the default value is d6. Additional Power Edges may be purchased to augment the item. When activating the magical abilities of the implement, the character rolls the power of the Arcane Item.

*Fashion:* Characters with Arcane Backgrounds may select this Edge to fashion an Arcane Item with a known Power. The implement is enchanted with 1 power with a number of Power Points equal to the character's current maximum Power Points. The power of the Arcane Item is equal to the character's Spellcasting reduced by one die type. Additional Power Edges and powers may be purchased to augment the item.

### Divine Alphabet [*Charakteres*]

**Requirements:** Seasoned, Arcane Background, Knowledge (Arcana), d8+

Magical words are more accurately recorded using the cosmic alphabet of the gods. These seemingly incomprehensible symbols, called *charakteres*, appear on amulets, magic gemstones and curse tablets. The character has worked hard to perfect this script in order to commune with the spirit world. A character with this Edge may fashion an Arcane Item or Philter with a power that they do not know.

### Ephesian Letters [*Ephesia Grammata*]

**Requirements:** Novice, Arcane Background, Smarts d8+, Knowledge (Arcana) d8+, Spellcasting d6+

Everyday speech is often ineffective in magic. To call upon supernatural entities, a character must communicate using magical words [*vores magicae*], the language of the gods and the denizens of the Netherworld. Six key magic words are called the Ephesian letters: ASKION, KATASKION, TETRAX, DAMNAMENEUS, AISION and LIX. This Edge functions as the core Professional Edge *wizard* in that each raise reduces the cost of the power by 1 Power Point.

### Mithraic Battle Training

**Requirements:** Seasoned, Arcane Background, Knowledge (Arcana) d6, Mithraic Finger Patterns

Mithraic priests [*mithraces*] encourage their brethren to practice in abnormal conditions (total darkness, underwater) or positions (inverted, standing on one leg). As a consequence, virtuoso priests can cast spells in the midst of dense crowds without garnering undue attention. A character with this

Edge is unaffected by negative situational modifiers, such as Blinded or Fatigued, while making Spellcasting rolls.

### **Mithraic Finger Patterns**

**Requirements:** Seasoned, Arcane Background, Knowledge (Arcana) d6

Mithraic spell-casting technique relies heavily on whispered singing lest a priest of Mithras [*mithrax*] be overheard or understood. However, by bending and twisting one's fingers in odd positions, a character with this Edge can cast spells without words or noise to further disguise magic use. The finger patterns have specific names, such as "anvil", "loose teeth", "trident" and "withered branch".

### **New Power**

A character may only select a Power available to his specific Arcane Background. When this Edge is used to enhance an Arcane Item, there are no restrictions and the requirement for Arcane Background is ignored.

### **Philter [*Philtrum*]**

**Requirements:** Seasoned, Arcane Background, Smarts d8+, Knowledge (Pharmakon) d6+, Spellcasting d6+

Whether it is a potion [*potio*], powder, ointment or unguent, this Edge allows the character to prepare concoctions that duplicate known powers when imbibed, ignited or applied. Philters are temporarily enchanted and do not recover Power Points. In fact, Philters become inert after a number of hours equal to the Power Point cost of the spell used to create them. Sample Philters are detailed on p. 21.

To create a Philter, the character must spend the Power Points required by the power. Spellcasting failures result in mishaps as usual.

### **Sympathetic Magic [*Similia Similibus*]**

**Requirements:** Seasoned, Arcane Background, Knowledge (Arcana) d8+

A principle of magic is that "like" things have mutual affinities. Dolls and drawn figures represent actual people. Ingredients such as iron, precious stones, herbs and animal parts are important because of their innate properties. For example, the hairs of goats are useful in fertility incantations. A character with this Edge performs actions on a small scale that he expects to be magnified and realized in the real world. This Edge allows the character to ignore a power's range, as long as the power affects specific targets. This does not apply to powers that use Burst Templates.

### **Wing-Forms [*Pterygoidea*]**

**Requirements:** Seasoned, Arcane Background, Knowledge (Arcana) d8+, Spellcasting d6+

When writing magical formulas, ordinary script is not as potent. Incantations are more effective when arranged in geometric shapes, such as spirals, triangles and squares and accompanied by representations of the unearthly forces that empower the spell. If a character with this Edge fashions an Arcane Item, the implement's power is equal to the character's Spellcasting (instead of the 1 die type reduction).

### **WEIRD EDGES**

Weird Edges have a supernatural flavor. The core Weird Edges of *Savage Worlds* are available to characters with the following exceptions and additions for *FVLMINATA*:

#### **Arcane Sight**

**Requirements:** Novice, Arcane Background

By opening a third eye or activating a sixth sense, the character perceives the supernatural. The character has the power to *detect arcana* at will.

#### **Double Pupil [*Pupula Duplex*]**

**Requirements:** Novice, Arcane Background

By increasing the cost of a power by 1 Power Point, a character with a double pupil may either double a power's range or its duration.

#### **Gift of the Hirpi**

**Requirements:** Novice, Vigor d8+

The Sabine priests of Apollo, the Wolves of Soranus [*Hirpi Solani*], are trained to ignore fire and heat. A character with this Edge is immune to Fatigue caused by heat and subtracts 5 points of damage from any fire or heat-based attack.

#### **Withering Stench**

**Requirements:** Novice, Arcane Background

The character is surrounded by the pungent smell of decay and death (equal to the Small Burst Template). The foul air shrivels plants and assaults creatures as per *stun*.

## MAGIC

Magic is the art of controlling events in the world by arcane knowledge and secret rituals. What constitutes magic depends on an individual's point of view. To a religious priest, a prayer to a god asking for a desired outcome is not magic. Only those who attempt to force gods or spiritual powers to perform tasks are magi. To philosophers who believe in logic and reason, prayers and spells are the interchangeable tools of fakes and frauds. In *FVLMINATA*, magic exists and it does work some of the time.

Magic is subtle and unreliable. It is definitely an art not a science. Its irrational principles are based on secret mysteries handed down from exotic and ancient cultures. Although initially disapproved of, some magic use in Rome has gained official acceptance through the efforts of the two rival colleges who control the *fulminata*: the Mithraic college and the Etruscan college. Not content with the irrational foundation of magic, these magi continue to codify and ritualize magic as a tool. It is this rational control of the irrational that frustrates Roman magi since there are always events that defy explanation.

### EGYPTIAN MAGIC

*"Aegyptus was the mother of magicians."*  
- Clement of Alexandria

Aegyptian Magic focuses on protection, immortality and the afterlife, especially the secrets of the Netherworld [*Duat*]. In this ancient tradition, magical power comes in two forms: life energy [*heka*] and death energy [*akhu*]. Life energy protects from the effects of ill fortune. Death energy, which is the domain of the blessed dead, punishes those who would do harm.

The powers of Aegyptian Magic, the teachings of Thoth in his aspect of Hermes Trismegistus ("Thrice Great"), are preserved in the 42 tracts of the *Corpus Hermeticum*:

**arrow of Sekhmet, charm of Gadara, charm of Pibechis, circle of Petosiris, drunken fury of Seth, earthshaker, evil eye, falcon of the night, invisibility, invocation of the bull-snake, millions of falcons, power of Thoth, protection of Isis, red cloth of Nephthys, seal of Isis, wounded eye of Horus**

### AUGURY [Auspicious]

Augury is the ability to read and interpret signs of the gods for approval; in its pure form, it is not used to foretell the future. To determine a favorable [*fas*] or unfavorable answer [*nefas*] for a specific course of action, diviners either notice unsolicited signs [*auspicia oblativa*] or actively request omens [*auspicia impetrativa*]. When *auspicia oblativa* occur by chance, augurs

determine what the message may mean based on their training. An augur must communicate his interpretation of the spontaneous sign by vocally announcing a formal statement called a *nuntiatio*. *Auspicia impetrativa* require an official response [*responsa*] to a specific question – that is whether the gods sanction the intended action.

The types of observed events are: phenomena in the sky [*ex caelo*], the behavior of wild birds [*ex avibus*], the feeding habits of the sacred chickens [*ex tripudiis*], the activities of four-legged beasts [*ex quadrupedibus*] and the incidence of unusual and dire happenings [*ex diris*] such as miracles [*prodigia*] and monstrous births [*monstra*].

The powers of Augury are ancient, originating in the heroic age of ancient Greece and now preserved in sacred books [*libri augurales*]:

**birds of omen, blood of the bull, call out gods, chance remark, dancing wheat, dire portent, flash of arms, lightning strike, miracle, red dog sacrifice, remove auspices, sacred zone, taper, true name, wolf sighting, zephyr**

### DREAM MAGIC

*"The most skillful interpreter of dreams is he who has the faculty of observing resemblances. Any one may interpret dreams which are vivid and plain."*

- Aristotle, *On Prophesying by Dreams*

Plutarch states that dreams are the most ancient oracle. Dreams are replete with symbols. Traditional dream interpretation dismisses most dreams as meaningless fantasies or curious exaggerations of nighttime stimuli. Relevant dreams can be classified into two major categories: visions [*insomnia*] of the present and oracles [*somnia*] of the future. While some can be taken at face value (e.g. a vision of Cupid portends a happiness and love), others are ambiguous in meaning. In some traditions, a dolphin is a sign of good fortune. To others, the dolphin signifies an imminent voyage. When these dreams are properly deciphered, they can foretell the future.

Because the information in dreams can be examined to predict the future, magi have explored ways to induce them rather than relying on natural sleep. There are two ways of generating artificial dreams: incubation and incantation. In incubation, those wishing to have prophetic dreams spend the night in a sacred place renowned for its dream-inducing properties, such as the Temple of Seti in Abydos or the crypts of Dendera in Aegyptus. Expectant dreamers light incense and meditate upon the flame from an oil lamp that symbolizes the light of revelation in the dark of night. Incantation is undergoing a ceremony that is proven to produce dreams. These involve prayers, ritual cleansing and



abstinence from impure acts (sex) and substances (wine). Often incubation and incantation are combined to ensure a successful result.

The powers of Dream Magic have been recorded in Artemidorus' *Oneirocritica* or "The Art of Judging Dreams", compiled during the reign of Marcus Aurelius:

**beast of Typhon-Seth, charm of Agathokles, charm of Oneiros, dream oracle of Besas, falcon of the night, gate of ivory, heart of the hoopoe, lord of dreams, nightmare, oracle of Lampsys, secret names of Besas, star spirit of Zizaubio, visions of the blood, Zminis' daemon**

## THE ETRUSCAN ART [Etrusca Disciplina]

*"That's how to look into the nature of lightning, Fire-bringer, and see by just what force it acts, not to unscroll Etruscan spells in vain, Snooping for hints of the hidden will of the gods."*

- Lucretius, *On the Nature of Things*

The gift of the short-lived godling Tages, grandson of Tin (the Etruscan name for Iuppiter), the Etruscan Art [*Etrusca Disciplina*] encompasses the methods and rituals that monitor the boundaries between gods and men. Tarchon, an Etruscan farmer, was working in his field one summer day when a small child unexpectedly emerged from a freshly plowed furrow and began to recite the mysteries of the universe. The farmer summoned twelve priests [*lucomones*] who dutifully recorded the divine revelations of the wise being in the guise of a young boy [*puer senex*]. Once finished, Tages died and his body returned to the earth.

The Books of Tages [*Libri Tagetici*] instruct mortals how to interpret the will of the gods by observing natural events. The Books of Tages are broken out into three tomes: the Book of Lightning [*Libri Fulgurales*], the Book of Entrails [*Libri Haruspicini*] and the Book of Ritual [*Libri Rituales*]. Rumors exist of fourth and fifth tomes: the Book of Acheron [*Libri Acheruntici*] that explains the nature of death and the Netherworld and the Book of Signs and Portents [*Libri Ostentaria*] that deals with the interpretation of omens, such as earthquakes.

Example powers of the Etruscan Art as recorded in the Books of Tages:

**daemons of Vetis, dire portent, double-flute, gut gazing, invisibility, Kharun's hammer, lightning strike, maggot, nail of fate, nightmare, servant of Tuchulcha, soften wrath, strength of the dead, unmentionable basket of Kasmilos**

## MITHRAIC MAGIC [Carmina Mithraca]

Through Mithras, one can know the cosmos and comprehend its secrets. This Roman brand of magic is a syncretic system derived from Greek, Aegyptian and Persian sources. Assembling and documenting mystic practices is an obsession with the priests. The goal is to

verify and record known causes and effects in order to gain ultimate control over all of reality. What frustrates their effort is the unexplainable, fickle nature of fate. Unknown forces violate established rules of the cosmos from time to time. Coincidences and random events further confuse this rational approach.

The powers of Mithraic Magic are recited during initiation rites when priests advance in grade:

**beast, blank tablet, chrysalis, dignity, dolphin, enemy, forethought, harvest, infant's cry, magpie, mask, mule of Marius, scout, silence, songs of the humors, truth, zephyr**

## SNAKE MAGIC

*"You are about to shed many tears, and you will hurry back to me, drawn by extraordinary drugs and even the recitation of Marsian spells will not help you recover your sanity."*

- Canidia the *venefica*, from Horace

Through their venom, snakes have the power to harm or heal. Practitioners of snake magic learn how to charm snakes into a docile slumber. In the *Aeneid*, Virgil relates how Umbro, a Marsian warrior-priest from Marruvium, has the "gift of soothing vipers and vile-breathing water snakes by a sung rune or stroking to sleep; he calmed their rabidness and by his skill relieved men bitten by them."

The powers of Snake Magic are known to the Marsii of Italia, the Psylli of Libya and the Ophiogeneis or "Serpent-Born":

**Angitia's grove, curse of Tiresias, form of Glycon, frothing tongue, Fucinus' mirrors, prayer of the Serpent-Born, rite of snakes, slither, snake burst, snake charm, speech of all creatures, touch of the Serpent-Born, wedding hymn of Angitia**

## THAUMATURGY

Thaumaturgy is the art of producing miracles and phenomena that break the laws of nature. Its practitioners claim that all things are truly possible and that thaumaturgy simply reveals and exploits the hidden secrets of reality. Inspiring awe is key goal of thaumaturgy; performing marvelous tasks elevates the miracle-worker into the realm of the superhuman.

The powers of Thaumaturgy have their origins in many cultures:

**animate, charm of Adriel, charm of Hercules, cornucopia, folding of the earth, lightbringer, little beggar, miracle, servant of Tyana, shadow of the sun, smoke form, stone walk, twitch, unquenchable lamp, vanish, water walk, wings of Hyperborea**

## THESSALIAN WITCHCRAFT [Veneficium]

*"There are ways, yes, there are ways, in which the dead, even though they are gone, can return your favors."*

- Leonidas of Tarentum

The roots of witchcraft [veneficium] originate in Thessaly, a fertile plain in the province of Macedonia bounded on all sides by mountains. Over the centuries, *veneficae* have mastered the four traditions of Thessalian lore: the evil eye [*invidiosus oculus* or *fascinatio*], necromancy [*carmina mala*], erotic binding [*defixiones amatoriae*] and the preparation of poisons [*venena*]. Necromancy corrupts ancestor worship into a means by which to obtain information or predict the future. Through the black magic, one can summon and communicate with the dead. Thessalian Witchcraft also influences human sexuality, by either inflaming or extinguishing desire. It can create an attraction between two strangers or create enmity between faithful lovers. Erotic bidding makes fantasy a reality; it serves all types of sexual attractions, including homosexuality.

The powers of Thessalian Witchcraft are reflected in the exploits of the legendary sorceresses Circe and Medea and the mythic witches Canidia and Erichtho:

***bind, blood burn, children of Erebus, Circe's transformation, drawing down the moon, evil eye, favor of the blood drinking gecko, fertility, gaze of Venus, lunar spell of Selene, Pity's spell, restless dead, shade, skin changer, song of binding, sword of Dardanus***

## THEURGY [Theurgia]

According to its practitioners, theurgy is the most exalted form of magic, blending the secrets of Chaldaean (Babylonian) astrology with the Greek philosophies of the Gnostics, Neoplatonists, and Pythagoreans. Instead of compelling or bribing supernatural powers to perform deeds and grant favors, theurgy intensifies the bond between humanity and gods to achieve the same goals. By knowing the secret symbols and language of the divine, the theurgist achieves the superhuman. Theurgists also draw strength from symbolic language, especially passages from Homer.

Many of the powers of Theurgy have been set down in hexameter verse in the Chaldaean Oracles, an annotated oracular poem. Others have been passed through the ages in oral form:

***Achilles' heel, astral form, bear charm, divine light, headless spear, horoscope, Nemesis prayer, Phobos and Deimos, radiant shell, seven pole lords of heaven, Solomon's collapse, sphere of Democritus, spirit of water, thought, tongues, victory charm of Helios***

## POWERS

Powers are spells [*carmina*], ritual formulas requiring prescribed incantations and actions to achieve a desired magical effect. Spells are often sung, but spells may also direct the magus to utter the inarticulate cries of madmen or the inhuman sounds of nature. Spells also employ wordplay such as palindromes, ciphers, tongue twisters and difficult vowel combinations.

The following are the powers for *FVLMINATA*. Game Masters and players are encouraged to devise new powers or modify the core powers in *Savage Worlds* to suit the setting.

### ACHILLES' HEEL

**Rank:** Veteran      **Power Points:** 2  
**Range:** Self      **Duration:** 3 (1/round)

Whisper the following charm from the *Iliad*, "Achilles is far too strong for any man on earth." The power confers virtual invulnerability. Unless you suffer damage from a hit that scored a raise, you take no damage.

### ANGITIA'S GROVE [Lucus Angitae]

**Rank:** Heroic      **Power Points:** 5  
**Range:** Self      **Duration:** 1 minute

Commune with Angitia in a forest, grove or near a tree. The power functions as *divination* in all respects.

### ANIMATE

**Rank:** Novice      **Power Points:** 3  
**Range:** Smarts      **Duration:** 3 (1/round)

Force the spirits of the air to enter inert things granting them the semblance of life. The power animates objects such as a statue or a pile of spears, which can be commanded to attack targets. The animated objects have the statistics of a bodyguard as per *summon ally*.

### ARROW OF SEKHMET

**Rank:** Novice      **Power Points:** 2  
**Range:** Smarts      **Duration:** Instant

Point to your target and loose the invisible arrow of the lion goddess Sekhmet, Lady of Slaughter. The power infects the target with a Short Term, Debilitating disease if the target fails a Vigor roll.

### ASTRAL FORM [Ecstasis]

**Rank:** Heroic      **Power Points:** 5  
**Range:** Self      **Duration:** 3 (2/round)

Recline and enter a trance. Your soul will separate itself from your body, allowing you to travel on the astral plane. This power is similar to *intangibility* in that the character is incorporeal, but only his spirit mind. His body remains unconscious and unable to perform actions. Note that the character is in effect flying in the

astral medium and may travel in any direction at regular Pace.

### BEAR CHARM

**Rank:** Seasoned      **Power Points:** 5  
**Range:** Self      **Duration:** Instant

While wearing a wolf's knucklebone, whisper the following prayer, "Bear, you who stand at the pole and turn with a strong hand, I appeal to you to do this thing, THOZOPITHE NIKAROPLEX." The power invokes the aid of the constellation of the Bear. You may reroll any Trait test or Soak roll as if you had just spent a Benny.

### BEAST [Fera]

**Rank:** Novice      **Power Points:** Special  
**Range:** Smarts      **Duration:** 10 minutes (1/10 minutes)

Attach a tassel to your garment and say LOMA ZATH AION ACHTHASE MA ZAL BALMAON EIEOY. The power functions as *beast friend* except for the limited range.

### BEAST OF TYPHON-SETH

**Rank:** Novice      **Power Points:** 2  
**Range:** Infinite      **Duration:** 3 (1/round)

Fashion a wax hippopotamus, the beast of Typhon-Seth, and place strips of gold, silver and iron in its belly. To send a night vision, inscribe the desired dream on a papyrus. While the hippo's foot is touching a lamp, burn the papyrus so that the smoke curls around the hippo. The power allows the character to send a specific, detailed dream to an intended target no matter the distance.

### BIND

**Rank:** Seasoned      **Power Points:** 3  
**Range:** Smarts      **Duration:** 3 (1/round)

Call upon your faithful sacred powers to bid them to "Tie up and bind the mouth, the feet, the muscles, the arms, the knees, the courage, the thoughts" of your target. The spell paralyzes the target if they fail a Vigor roll, rendering them incapable of any action.

### BIRDS OF OMEN [Aves Augurales]

**Rank:** Heroic      **Power Points:** 5  
**Range:** Self      **Duration:** 1 minute

Interpret the strange behavior of a bird or birds, either by specifying aspects of their flight [*alites*] or voice [*oscines*]. The power functions as *divination* in all respects.

### BLANK TABLET [Tabula Rasa]

**Rank:** Novice      **Power Points:** 1  
**Range:** Smarts      **Duration:** Instant



Gently rock your hand back and forth while chanting POTHEXAS MORPHYS. Erases script from wax tablets, scrolls or papyrus. On a raise, erases inscriptions on metal or stone.

### BLOOD BURN

**Rank:** Novice      **Power Points:** 2  
**Range:** 12      **Duration:** Instant

Scatter blood-soaked sand from the arena or earth spattered with blood with a similar violent death at the feet of your target. Cry out "By the Erinyes who rouse the souls of the dead with fire, burn this one's soul." The power causes 2d6 points of damage to one individual.

### BLOOD OF THE BULL [Taurobolium]

**Rank:** Seasoned      **Power Points:** 3  
**Range:** Touch      **Duration:** Instant

Lead the target into a pit covered by wooden planks pierced with many holes. Sacrifice a bull so that its blood runs into the pit, covering the target. The target will emerge spiritually reborn. The power functions as *dispel*, including the target's permanent enchantments or curses.

### CALL OUT GODS [Evocatio]

**Rank:** Heroic      **Power Points:** 10/20  
**Range:** Smarts x 2      **Duration:** Instant

Conduct the sacred ritual for inviting the gods to abandon your enemies and join your cause. The power functions as *drain power points* except that it affects all targets within a Large Burst Template. For 20 Power Points, the power adds the *dispel* effect as detailed in *remove auspices*.

### CHANCE REMARK

**Rank:** Novice      **Power Points:** 3  
**Range:** Smarts      **Duration:** 1

By overhearing a snippet of conversation out of context, a person's true thoughts and motives are revealed to you. The power functions as *mind reading* except for it only works when eavesdropping or passing by.

### CHARM OF ADRIEL

**Rank:** Novice      **Power Points:** 2  
**Range:** Smarts      **Duration:** 3 (1/round)

Speak the following charm into your dominant hand, "Let not even one person be equal to me, for I am THERTH THENITHOR EROTHO RTHIN DOLOTHOR, and I am going to throw what I want." The power functions as *boost trait* but only affects Gambling.

### CHARM OF AGATHOKLES

**Rank:** Seasoned      **Power Points:** 2

**Range:** Infinite      **Duration:** 10 minutes (1/10 minutes)

Prepare a miniature wax tablet or scroll with the target's name and place in the mouth of a black cat that has met a violent death. Recite the following until you fall asleep, "Reveal to me to (target's name), NANNA SENNANA." The power allows the caster to enter the dream of the sleeping target to convey a message. On a raise, the caster may impersonate another individual inside the dream as per *disguise*.

### CHARM OF GADARA

**Rank:** Novice      **Power Points:** 3  
**Range:** Touch      **Duration:** Instant

Place hands on the injury and recite, "The highest mountain was set aflame and fire consumed seven springs. But seven dark-eyed maidens with seven dark urns becalmed the restless fire." The power functions as *healing* in all respects.

### CHARM OF HERCULES

**Rank:** Novice      **Power Points:** 2  
**Range:** Self      **Duration:** Instant

Snap a loose thread and say, "Let the bonds loosen, great Hercules, let there be a way of escape just as you freed Prometheus from his iron fetters." The power boosts your Strength to d12 if you are attempting to break free from restraints.

### CHARM OF ONEIROS

**Rank:** Novice      **Power Points:** 1  
**Range:** Touch      **Duration:** 10 minutes (1/10 minutes)

Crown the target person whose dream is to be entered with myrtle. Lay on your backs with the tops of your heads pointing inward to an imaginary circle, your bodies radiating like the spokes of a wheel. All should chant HA HA HE ST ST ST ST AT IHA IAHO while falling asleep. The power allows up to four other sleepers to observe the same dream. Unwilling creatures may resist with an opposed Spirit roll.

### CHARM OF PIBECHIS

**Rank:** Veteran      **Power Points:** 3  
**Range:** Smarts      **Duration:** Instant

Anoint an otherworldly target with the oil of unripe olives and fruit pulp of the lotus while repeating SARTHIOMI PHTHA TANNETIS PHERSOTHI. The power functions as *banish* in all respects.

### CHILDREN OF EREBOS

**Rank:** Veteran      **Power Points:** 5  
**Range:** Self      **Duration:** Instant

Lay a recently murdered child into a grave and sprinkle black beans over the corpse. Speak, "I call upon you, inhabitants of Chaos and Erebus,

guardians of secrets, leaders of those beneath the earth, servants in the chasm, rulers of cliffs, grievors of the heart, iron-hearted ones BITHOURARA ASOUEMARA." The dark shades of slain infants will appear to escort the child into the Netherworld. One will notice you and whisper a terrible secret into your ear.

### CHRYSALIS

**Rank:** Seasoned      **Power Points:** 3  
**Range:** Self      **Duration:** 3 days

Obtain the distilled essence of snow locusts. Mix it with the hair, fingernails, skin, blood and phlegm of the target. Quaff the cold mixture and wrap yourself in the diaphanous flame-colored veils [*flammea*] of virgin brides. When you emerge, you will resemble the target. The power is similar to *disguise* in that it requires a Notice roll with comparable modifiers, but it has a longer duration.

### CIRCE'S TRANSFORMATION

**Rank:** Heroic      **Power Points:** 10  
**Range:** Smarts      **Duration:** 1 hour (1/hour)

Feed your targets with honeyed cakes of cheese and meal and sweet wine. Wave a wand of green wood to transform the targets into docile beasts. The power is similar to *shape change* except that it only affects others.

### CIRCLE OF PETOSIRIS

**Rank:** Heroic      **Power Points:** 5  
**Range:** Self      **Duration:** 1 minute

Draw a sacred geomantic circle and calculate the numerical value of the subject desired. The power functions as *divination* in all respects. The Aegyptian *hekau* priest Petosiris developed this spell.

### CORNUCOPIA

**Rank:** Novice      **Power Points:** 1  
**Range:** Self      **Duration:** Instant

Quickly say NEBOUTO SOUALETH. Reach into the folds of your clothing as if searching for a lost item. You will find a bundle of food, but not where you expect. As per a successful Survival roll, provides enough food and water for one person, or enough for five with a raise.

### CURSE OF TIRESIAS

**Rank:** Heroic      **Power Points:** 5  
**Range:** Touch      **Duration:** Instant

Show the target two copulating snakes and recite, "Cursed are those that would separate this union." The power switches the target's sex from male to female, or vice versa.

### DAEMONS OF VETIS

**Rank:** Seasoned      **Power Points:** 1

**Range:** Smarts x 2      **Duration:** 3 (2/round)  
Sacrifice twelve white doves to Vetis, guardian of destruction and entropy. He will send a swarm of invisible spirits to harass and impede your foes. The power functions as *slow* in all respects.

### DANCING WHEAT [Tripudium Solistimum]

**Rank:** Novice      **Power Points:** 2  
**Range:** Smarts      **Duration:** 3 (1/round)

You may specify the effect to be a bonus to rolls (+1, +2 with raise) to your allies within range or a penalty (-1, -2 with raise) to your enemies.

The eating behavior of sacred chickens [*pulli*] is an excellent predictor of success in military actions. They are kept in cages and accompany emperors and generals on campaign. A *pullarius* takes care of the caged birds and interprets their behavior. Take the auspices as a *pullarius*: open the cage and offer feed to the chickens. The sign of divine favor, called "dancing wheat" will be if the chickens eat quickly and greedily and the grain drops from their beaks to the ground. For this reason, the chickens are kept hungry before major battles. Shortly before the naval battle of Drepana during the first Punic War, the consul Publius Claudius Pulcher was eager for the fight and ordered the *pullarius* to take the auspices. When he was told that the chickens would not eat, he angrily stated, "If they will not eat, let them drink instead!" He then seized the cage and threw the chickens overboard to drown. On that day, the Carthaginian navy handed Rome its greatest naval defeat, sinking 93 of 123 ships.

### DIGNITY [Gravitas]

**Rank:** Novice      **Power Points:** 2  
**Range:** Smarts      **Duration:** 3 (1/round)

Place hands inside of your garment, tying a knot in some loose thread. Pass hand over your face while whispering ACHEBYKROM four times. You become inscrutable, masking all emotions. The power functions as *boost trait* but only affects Spirit.

### DIRE PORTENT

**Rank:** Novice      **Power Points:** 1 or 2  
**Range:** Smarts x 2      **Duration:** Instant

Witness and draw attention to an eclipse, shooting star, thunderclap or other strange omen. You may specify the effect of the power to be either *confusion* (1 PP) or *fear* (2 PP).

### DIVINE LIGHT [Autopsia]

**Rank:** Novice      **Power Points:** 2  
**Range:** Sight      **Duration:** 3 (1/round)

Purify yourself if you have touched anything dead within the last day. Recite the following verse, "The

vault of the heavens cannot be seen, the stars do not shine, the moonlight disappears, the earth does not stand still, all things will be seen by the flash of divine light." With the understanding of one's own soul [*autopsia*], reveal the true nature of the target arranged in its pure cosmic form. The power functions as *detect arcana* in all respects.

**DOLPHIN [Delphinus]**

**Rank:** Novice      **Power Points:** 2  
**Range:** Self      **Duration:** 3 (1/round)  
 Drink seawater from your palms and say SAPH PHAIOR BAELKOTA. The power functions as *boost trait* but only affects Swimming.

**DOUBLE-FLUTE [Auleta]**

**Rank:** Novice      **Power Points:** Special  
**Range:** Smarts      **Duration:** 10 minutes  
 The ancient Etruscans were so skilled in the double-flute [*auleta*] that they could coax wild boars from dense thickets. Play a traditional melody on the *auleta* to charm beasts. The power functions as *beast friend* except for the limited range.

**DRAWING DOWN THE MOON**

**Rank:** Veteran      **Power Points:** 5  
**Range:** Touch      **Duration:** Instant  
 Prepare a bowl of calm water to catch the reflection of the moon. The water will absorb the moonlight and transform into lunar venom [*virus lunare*], which remains potent for 1 day. You can either swallow the liquid to infuse yourself with 3 Power Points or apply it to increase the potency of a poison [-2]. In addition to the Power Point loss, the character loses sight as per *blind* for 1 hour.

**DREAM ORACLE OF BESAS**

**Rank:** Heroic      **Power Points:** 5  
**Range:** Self      **Duration:** 1 minute  
 Prepare and drink a mixture of rainwater mixed with the blood of a white dove and a black crow. While falling asleep, recite, "I conjure you, spirit, by your two names ANOUTH ANOUTH. You are the headless god, the one who has the heads of animals for feet. Reveal these truths to me, quickly, quickly." A vision of the Besas, the Headless God, will come to you in a dream to impart the answer to any question. Like any prophecy, the answer may be enigmatic or allegorical. The power functions as *divination* in all respects. Except for that with two raises, the god speaks to you in plain speech without deception, transmitting a formal oracular response [*admonitio* or *chrematismos*].

**DRUNKEN FURY OF SETH**

**Rank:** Seasoned      **Power Points:** 4  
**Range:** Touch      **Duration:** 3 (1/round)

Recite the following and touch the target: "Cloud the mind of the angry one so that reason becomes the abomination of the senses." The power activates the Berserk Edge in the target (no prerequisite wound or Smarts roll required). Unwilling creatures may resist with an opposed Spirit roll.

**EARTHSHAKER**

**Rank:** Seasoned      **Power Points:** 2/4  
**Range:** Smarts x 2      **Duration:** Instant  
 Rouse the great chaos serpent Apep from the depths of Nun to cause local tremors. The power functions as *havoc* in all respects.

**ENEMY [Inimicus]**

**Rank:** Novice      **Power Points:** 1  
**Range:** Smarts      **Duration:** Instant  
 Point at the target and whisper RNISSAR PSYCHISSAR to learn if he is your enemy. The power reveals the target's current attitude as per the

**EVIL EYE [Invidiosus Oculus]**

**Rank:** Novice      **Power Points:** 2  
**Range:** Smarts      **Duration:** 3 (1/round)  
 Stare at the target with a baleful eye, a bewitching gaze that has the ability to do harm. The power functions as *lower trait* in all respects.

**FALCON OF THE NIGHT**

**Rank:** Novice      **Power Points:** 3  
**Range:** Smarts      **Duration:** 10 minutes  
 Drown a falcon or hawk in blood and milk. Send the spirit of the falcon through the night to convey one person's dream to another. This power instructs the bird to record a part of the dream of a sleeping target and replay it for another sleeping target. The Aegyptian pharaoh and *hekau* sorcerer Nectanebus developed this spell.

**FAVOR OF THE BLOOD DRINKING GECKO**

**Rank:** Novice      **Power Points:** 2  
**Range:** Smarts      **Duration:** 3 (1/round)  
 Cut off the foot from a tomb-dwelling gecko and allow the lizard to escape. Fasten its severed foot to your garment. The power provides a penalty to rolls (-1, -2 with raise) to your enemies within range.

**FERTILITY/BARREN**

**Rank:** Novice      **Power Points:** 2  
**Range:** Touch      **Duration:** 1 hour  
 Wrap goat hairs around a stone worn smooth by water and place it on the stomach of the subject. Whisper YTHANI ARLAMSI twice. Promotes fertility in the target ensuring impregnation during the first sexual encounter. Also assists in a difficult childbirth.

For its opposite, *barren*, wrap mule hairs around a magnetic stone and whisper these words instead, “Would to the fates you’d never been born and die unwed.” *Barren* serves as an effective contraception. It causes a miscarriage or premature birth if the target is pregnant.

### FLASH OF ARMS [Ex Acuminibus]

**Rank:** Novice      **Power Points:** 2/4/6

**Range:** 12/24/48      **Duration:** Instant

Cause a bright flame to flare from the tip of a metal object to blind the eyes. The power functions as *blind* in all respects.

### FOLDING OF THE EARTH

**Rank:** Heroic      **Power Points:** 5

**Range:** Special      **Duration:** Special

In your mind’s eye picture a place you have visited before. Take a step forward and your foot will come down at that location, transporting you to your destination instantly. On a raise, the character may elect to bilocate, appearing in two places for 3 rounds (1/round). While performing bilocation, a character may act independently, but shares the same wounds and Power Points.

### FORETHOUGHT

**Rank:** Novice      **Power Points:** 1

**Range:** Smarts      **Duration:** Instant

Pronounce ARMIOYTH in a clear voice. Close your eyes to envision what your target will do next. The power reveals the target’s next intended action.

### FORM OF GLYCON

**Rank:** Veteran      **Power Points:** 5

**Range:** Self      **Duration:** 1 minute (1/minute)

You transform into an avatar of Glycon, the divine snake with shaggy hair and human ears. The power functions as *shape change* except it only permits the following form:

#### GLYCON

**Attributes\*:** Agility d6, Smarts d4 (A), Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d8, Notice d10

**Pace:** 4; **Parry:** 5; **Toughness:** 5

**Special Abilities:** Per constrictor snake; Bite (Str) or Entangle; Constrict (Str+d6)

\* Replace with character’s Traits as specified by *shape change*

### FROTHING TONGUE

**Rank:** Novice      **Power Points:** 3

**Range:** Touch      **Duration:** Instant

Utter the sleepy charm of the Mother of Serpents while licking and sucking the wounds. The power functions as *healing* in all respects.

### FUCINUS’ MIRRORS

**Rank:** Novice      **Power Points:** 2

**Range:** Self      **Duration:** 3 (1/round)

Stare at your reflection in water cupped in your hands. Allow the water trickle slowly from your fingers while imagining the cool, quiet waters of Lake Fucinus, a mystical freshwater lake lacking a visible outlet. The power functions as *boost trait* but only affects Spirit.

### GATE OF IVORY

**Rank:** Novice      **Power Points:** 3

**Range:** Infinite      **Duration:** 3 (1/round)

Repeat the name of the target dreamer and the following charm from the *Iliad* until you fall asleep: “Two gates there are for our evanescent dreams; one is made of ivory, the other made of horn.” The power induces the target to have a dream that conveys startling, yet inaccurate information. To discredit the dream oracle, the target may resist with an opposed Smarts roll.

### GAZE OF VENUS

**Rank:** Novice      **Power Points:** 2

**Range:** Smarts      **Duration:** 3 (1/round)

While staring at your target, recite seven times one of the secret names of Venus, NEPHERIERI. The power functions as *boost trait* but only affects Persuasion.

### GUT GAZING [Extispicium]

**Rank:** Heroic      **Power Points:** 5

**Range:** Self      **Duration:** 1 minute

Examine the entrails [*exta*], especially the liver, of a freshly sacrificed ox or sheep. You will be able to foresee upcoming events in these internal organs. In particular, the liver corresponds to a map of the sky. By observing the size, color and shape of a liver, you can tell which gods are displeased, neutral or happy. In addition, the convex upper portion of the liver is called the *caput extortum*. Blemishes or discolorations in this area are unfavorable omens. If the sacrificial victim was missing this lobe, it is disastrous. A double lobe is a sign of luck. The power functions as *divination* in all respects.

### HARVEST [Mesis]

**Rank:** Heroic      **Power Points:** 3

**Range:** Self      **Duration:** Instant

With arms crossed, breathe deeply seven times and whisper AXIAOTHAZAR between each breath. The power infuses you with 1d6+1 Power Points, 1d8+1 with a raise.

### HEADLESS SPEAR [Hasta Pura]

**Rank:** Seasoned      **Power Points:** 5



**Range:** Smarts **Duration:** Instant  
Whisper the following charm from the *Iliad*, "You aare raise your mighty spear against Zeus?" The power sets the target's attitude to "Neutral" as per the Reaction Table definition.

### HEART OF THE HOOPOE

**Rank:** Novice **Power Points:** 2  
**Range:** Smarts **Duration:** 1 minute  
Take the heart of the hoopoe [*cacouphon*] and place it in myrrh. Write the name of the target on papyrus and place it on the sleeping target. The spell allows you to listen to the ramblings of the target. The target does not respond to questions.

### HOROSCOPE [Thema]

**Rank:** Heroic **Power Points:** 5  
**Range:** Self **Duration:** 1 minute  
Use the zodiac to chart the birth of the target in order to reveal facts about his past, present and future. Note the dispositions of the twelve houses, especially the ascendant planet or "watcher of the hour" [*horoskopos*]. The power functions as *divination* in all respects.

### INFANT'S CRY [Vagitus]

**Rank:** Novice **Power Points:** 2  
**Range:** Smarts **Duration:** 3 (1/round)  
Wiggle your fingers and say ABLANATHANALBA. Your target will talk in nonsense. The power functions as *lower trait* but only affects the target's actions that rely on speech.

### INVISIBILITY

**Rank:** Seasoned **Power Points:** 5  
**Range:** Smarts **Duration:** 3 (1/round)  
Smear your face with the following concoction: oil of lily, a rose and the eye of an ape (or of a man who dies a violent death). Say IO ERBETH IO PHOBETH IO PAKERBETH IO APOMPS to become invisible. The power functions as *invisibility* in all respects.

### INVOCATION OF THE BULL-SNAKE [Nehew]

**Rank:** Novice **Power Points:** 3  
**Range:** Self **Duration:** 3 (1/round)  
State "I am Atum, the complete one, the *nehew*-serpent, Bull of the Ennead. I will never obey magic, I will never be scorched by fire, I will never be wet because of water." The power grants immunity to arcane powers.

### KHARUN'S HAMMER

**Rank:** Novice **Power Points:** 1  
**Range:** Sight **Duration:** Instant  
Sing loudly KHARUN HINTHU ZILCI three times quickly. Hold right elbow, make your right hand into a fist and swing down at target. The spell causes 2d6 of damage to target.

### LIGHTBRINGER

**Rank:** Novice **Power Points:** 2  
**Range:** Smarts **Duration:** 1 hour  
Point to a small object and state, "I conjure you, fiery light. BOUEL PHOS ZA PYRI BELIA." The object ignites with a mystical flame and burns steadily. The power functions as *light* except for the increased duration.

### LIGHTNING STRIKE

**Rank:** Veteran **Power Points:** 3  
**Range:** Smarts **Duration:** Instant  
Implore one of the nine gods who command lightning to strike your target with the three deadly thunderbolts [*manubiae peremptoria*]. The power calls down triple-forked lightning to strike the target, inflicting 3d4 of damage (4d4 if target is touching a conductor), ignoring some armor (AP 2).

### LITTLE BEGGAR

**Rank:** Novice **Power Points:** 2  
**Range:** Smarts **Duration:** 3 (1/round)  
Wrap beeswax in ivy and swallow. Say the following, CHAOICHEN OUTI BILMEM NOUOTH ATRAUICH. The power functions as *boost trait* but only affects Streetwise.

### LORD OF DREAMS

**Rank:** Heroic **Power Points:** 5  
**Range:** Sight **Duration:** 3 (2/round)  
Place burning incense on an altar and a lamp that has not been colored red on a wolf's head. While holding a laurel branch in your right hand and an ebony staff in the other, fall asleep while breathing deeply, reciting XERIPHONAR EPHINARASOR CHANIZARA ANAMEGAR. The power allows the character to enter a target sleeper's dream. Both may interact with the current dream environment. Actions in dreamtime are resolved as they are in the real world, except that all rolls that involve physical activity use Spirit instead. For example, if the dream is on a ship, either sleeper may climb the masts. This would normally be a Climbing roll, but in dreamtime, it is a Spirit roll. Damage sustained in dreamtime is quite real to the dreamers. If the caster becomes Incapacitated, the power ends. If the target does, the target makes a Spirit roll. If successful, the dreamer wakes up immediately. If unsuccessful, the injury is always Brain Damage (Head).

### LUNAR SPELL OF SELENE

**Rank:** Seasoned **Power Points:** 5  
**Range:** Smarts **Duration:** Instant  
Recite, "I call upon you Mistress to divide these two. This one shall not give nor receive love. This one will



not even feel its loss.” The power sets two targets’ attitude to “Hostile” as per the Reaction Table definition.

### MAGGOT [Vermicula]

**Rank:** Novice      **Power Points:** 2  
**Range:** Smarts      **Duration:** 3 (1/round)

Wave your left hand over your right three times while whispering AIE OE IOYA NYON THENAR METHOR. The smell of dead, rotting meat will fill the area. The power functions as *stun* except for its duration and limited range.

### MAGPIE [Pica]

**Rank:** Novice      **Power Points:** 2  
**Range:** Self      **Duration:** 3 (1/round)

Listen to the target’s voice and mouth his words. Say AA OO UU EE BRINTATE NOPHRI BRISKLYMA EE UU OO AA. Your speech will imitate the target’s. The power is similar to *disguise* in that it requires a Notice roll with comparable modifiers, but you may only imitate the target’s voice.

### MASK [Persona]

**Rank:** Novice      **Power Points:** 2  
**Range:** Self      **Duration:** 3 (1/round)

While chanting USEKH RE ELBO SATOK, place one hand on your face and one on the target’s. The power is similar to *disguise* in that it requires a Notice roll with comparable modifiers, but you may only imitate the target’s face.

### MILLIONS OF FALCONS [Heh Ba]

**Rank:** Seasoned      **Power Points:** 4  
**Range:** Smarts x 2      **Duration:** Instant

Create a wax model of the target and place it in a bowl of water. Wave an ebony wand while calling forth the falcon spirits that accompany Horus on his Night Boat also called the Boat of Millions. The *ba* spirits will attempt to disrupt the vessel or creature. The Aegyptian pharaoh and *hekau* sorcerer Nectanebus developed this spell to repel invaders. The power functions as *havoc* in a Large Burst Template but only works in bodies of water.

### MIRACLE

**Rank:** Veteran      **Power Points:** 10/20  
**Range:** Touch      **Duration:** Instant

Lay your hands on the afflicted target. Call upon the divine power [*dynamis*] of a god. The power functions as *greater healing* in all respects.

### MULE OF MARIUS [Mulus Marii]

**Rank:** Novice      **Power Points:** 2  
**Range:** Smarts      **Duration:** 3 (1/round)

Circle the left hand counterclockwise around the right while whispering BAR PHARANGES. The power functions as *boost trait* but only affects Vigor.

### NAIL OF FATE [Clavus Anni]

**Rank:** Heroic      **Power Points:** 10  
**Range:** Smarts      **Duration:** 3 (2/round)

During a year-end ceremony, Etruscan diviners drive another nail into a wall in the Temple of Fortuna at Volsinii. It is an ancient tradition that once hoped to ward off plague from the city, but now reminds the *haruspices* that time is inexorable. Drive a similar sacred nail into a wall to call upon the Veiled Great Gods [*Dei Superiores et Involuti*], the guardians of destiny who determine the flow of time and the course of fate. The power temporarily suspends time for anything within range not in physical contact with the character.

### NEMESIS PRAYER

**Rank:** Novice      **Power Points:** 2  
**Range:** Smarts      **Duration:** 3 (1/round)

Repeat the following seven times: “Come, blessed goddess, Nemesis, Rhamnusia, daughter of Night. Hear my prayer and give aid in this needful hour.” The power functions as *boost trait*, but only reactively. It may only be used to restore die types of traits that have been temporarily lowered by another effect.

### NIGHTMARE [Incubus]

**Rank:** Novice      **Power Points:** 1  
**Range:** Smarts x 2      **Duration:** Instant

Take any oil lamp, point it at the target and say into the lamp CHEIAMOPSEI ERPEBOTH. You will reach into the target’s subconscious and send a dark vision that will prove unsettling. The power functions as *confusion* in all respects.

### ORACLE OF LAMPSYS

**Rank:** Novice      **Power Points:** 1  
**Range:** Self      **Duration:** 10 minutes

Save the last bite of food from supper and present it to your everyday lamp. Speak OI AL OSMO PRA LAMPSYS and then, “If this matter has been or will be granted to me, show a prostitute; otherwise a soldier.” Swallow the morsel with wine and go to sleep without speaking to anyone. The dream will be of a love and courtesans if fate smiles on your endeavor. Else, it will be of war and soldiers. The power acts as a minor *divination*. Instead of obtaining an answer to a specific question, the character receives general information about a current effort (such as wooing a lover) or future plan of action (such as a conspiracy) through induced dream imagery.

**PHOBOS AND DEIMOS****Rank:** Novice      **Power Points:** 2**Range:** Smarts x 2      **Duration:** Instant

Break a ceramic pot on the ground and kick the potsherds in the direction of the target while saying, "And round her strode the shapes of Rout and Fear." The power functions as *fear* in all respects.

**PITYS' SPELL****Rank:** Seasoned      **Power Points:** 2**Range:** Self      **Duration:** 1 minute

Write AZEL BALEMACHO on a leaf. Wrap it tightly and place in the mouth of the corpse. The power allows you to listen to the ramblings of the unburied dead. It does not respond to questions.

**POWER OF THOTH****Rank:** Heroic      **Power Points:** 10**Range:** Touch      **Duration:** Instant

Recite "I conjure you, spirit coming in air, enter, inspire, empower, resurrect by the power of the eternal god, this body; and let it walk about in this place, for I am he who acts with the power of Thoth, the holy god." State the deceased's name to restore life to the target. The power restores life to an individual who has died within a month. The target returns to having three wounds.

**PRAYER OF THE SERPENT-BORN****Rank:** Novice      **Power Points:** 3+**Range:** Smarts      **Duration:** 3 (1/round)

Call for assistance from nearby reptiles, such as a crocodile or a swarm of vipers. The power functions as *summon ally*, except that it only works on reptiles.

**PROTECTION OF ISIS****Rank:** Novice      **Power Points:** 2**Range:** Touch      **Duration:** 1 hour (1/hour)

Recite the following over the target to halt preserve the flesh and halt decay: "I am Shu fully equipped, I have not been taken to the god's place of execution, for I am covered with the kny-garment, the knife has no power over me." The power extends the duration of the Golden Hour for the target.

**RADIANT SHELL [Augoeides Ochema]****Rank:** Novice      **Power Points:** 2**Range:** Smarts      **Duration:** 3 (1/round)

Project the essence of your immortal soul into a luminous sphere. This is the first step in merging with the divine. The power functions as *boost trait* but only affects Spirit.

**RED CLOTH OF NEPTHYS****Rank:** Novice      **Power Points:** 1**Range:** Touch      **Duration:** Instant

Lay a cloth rubbed with red ochre over the scalp of the uneasy. Speak the following prayer, "Pre arose and sent forth the Morning Boat also called the Boat of Heaven. The water under the bark of the sun has dried up." Nephthys, Mistress of the House, will give comfort to those in pain. The power functions as *succor* in all respects.

**RED DOG SACRIFICE [Augurium Canarium]****Rank:** Novice      **Power Points:** 2**Range:** Smarts      **Duration:** 3 (1/round)

Priests traditionally sacrificed red dogs during the harvest cycle to inquire about the welfare of the Roman people. You increase the target's spiritual strength. The power functions as *boost trait* but only affects Spirit.

**REMOVE AUSPICES [Exauguratio]****Rank:** Seasoned      **Power Points:** 5**Range:** Smarts      **Duration:** 3 (1/round)

Though primarily used to deconsecrate priests, temples or sacred spaces, this power can temporarily suppress arcane abilities. It is similar to *dispel* except that it affects magical objects, hence its higher Power Point cost.

**RESTLESS DEAD [Lemur]****Rank:** Veteran      **Power Points:** 3/corpse**Range:** Smarts      **Duration:** Special

Prepare the corpse by filling it with boiled blood and potions concocted from foul and exotic ingredients such as lynx intestines, a wolf's beard, a remora, a snakeskin and foam from a rabid dog. Reunite the ghost of the unburied with its corpse. Erichtho, in Lucan's *Pharsalia*, brings back the spirit of a young warrior into his mangled body to answer questions. The power functions as *zombie* in all respects.

**RITE OF SNAKES [Serpentalia]****Rank:** Veteran      **Power Points:** 10**Range:** Touch      **Duration:** Instant

Drape a handful of tame, poisonous snakes over the wounded person. The power functions as *greater healing* except that it cannot heal Permanent Crippling injuries.

**SACRED ZONE [Templum]****Rank:** Seasoned      **Power Points:** 3**Range:** Self      **Duration:** 3 (1/round)

Mark out a section of the sky for keen observation. The power functions as *farsight* except that it only affects you and only works for the defined area.

**SCOUT [Explorator]****Rank:** Novice      **Power Points:** 1**Range:** Self      **Duration:** Instant

Place your right hand on your left shoulder and your left hand on your temple. Whisper SIXIOPHI and the way will be revealed to you. The power grants an intuitive nudge when attempting to decide between two specific courses of action.

### SEAL OF ISIS

**Rank:** Novice                      **Power Points:** 2  
**Range:** Sight                      **Duration:** Permanent

Seal the mouth of the deceased's skull with grave dirt. Crown the skull with an iron slave fetter and smash the skull four times with your left foot while uttering IADOR INBA NICHAIOPLEX BRITH. The power functions as *conceal arcana* except for its duration and that it only works on the dead.

### SECRET NAMES OF BESAS

**Rank:** Seasoned                      **Power Points:** 2  
**Range:** Sight                      **Duration:** Special

Invoke the two secret names of weak-sighted Besas, ANOUTH ANOUTH, over a sleeping target. The power functions like a preventive *dispel*, in that it ensures a restful night of sleep. No magic will work on the target while he sleeps.

### SERVANT OF TUCHULCHA

**Rank:** Heroic                      **Power Points:** 6  
**Range:** Smarts                      **Duration:** 3 (1/round)

Mix fresh mare's milk with honey. Soak two fingernails and three hairs from your head in the mixture. Pour the mixture into dirt that has not seen the sun for one year. Walk backwards twelve steps while singing TUCHULCHA HINTHU SHUTHI FAVI THAURAFLE. Tuchulcha will send forth a savage blue spirit [*daemon*] to aid you. The power functions as *summon ally* except it only summons the following creature:

#### DAEMON SERVANT OF TUCHULCHA

**Attributes:** Agility d10, Smarts d10, Spirit d8, Strength d10, Vigor d10  
**Skills:** Fighting d10, Intimidation d10  
**Pace:** 6; **Parry:** 7; **Toughness:** 11  
**Special Abilities:** Armor +4 (Sapphire), Bite or Claw (Str+d8), Fearless, Hardy, Immune (Iron), Improved Frenzy (two Fighting attacks per action)

### SERVANT OF TYANA

**Rank:** Novice                      **Power Points:** 3  
**Range:** Smarts                      **Duration:** 3 (1/round)

Write SABERRA in dog's blood on the skull of an ass and place it under your left foot. Sing GARGERGIO TITHEMYME MERAP SECHIR AORIL. An old woman with little sense of right or wrong will appear to perform any task. The power functions as *summon ally* except it only summons the following creature:

#### OLD WOMAN

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d10  
**Skills:** None  
**Pace:** 6; **Parry:** 4; **Toughness:** 7

### SEVEN POLE LORDS OF HEAVEN

**Rank:** Veteran                      **Power Points:** 10  
**Range:** Touch                      **Duration:** Instant

Whisper the following prayer, "Hail O Guardians of the Pivot. Hail to the first, Aieronthi, to the second, Mercheimeros, and to the third, Achrichiuor. Hail to the fourth, Mesargilto, to the fifth, Chichroalitho and to the sixth, Ermichthathops. Hail to the seventh, Eorasiche." Make a bellowing sound like a bull to stimulate your senses and kiss the skin of a sacrificed black sheep. The power invokes the aid of the Seven Lords who rule the North Pole. You receive a Benny, which may be given to a target if desired.

### SHADE [Manes]

**Rank:** Heroic                      **Power Points:** 5  
**Range:** Self                      **Duration:** 1 minute

Dig a pit for libations of oil, milk, honey and the blood of a freshly sacrificed black sheep. Invoke the shade with prayers and songs to the infernal powers of the Netherworld. The shade will come to drink the blood; do not allow the shade to drink before responding to your questions or it will slake its thirst and depart. The power functions as *divination* in all respects.

### SHADOW OF THE SUN

**Rank:** Seasoned                      **Power Points:** 4  
**Range:** Smarts                      **Duration:** 3 (1/round)

Crowned with the severed tail of a cat, walk towards the sun repeating ERBAIGO RYTH ARPH THEIR. You will see a shadow on the sun. Close your eyes, turn away and open them. The shadow will be standing in front of you. The power functions as *summon ally* except it only summons the following creature:

#### SUNSPOT MINION OF AHURAMAZDA

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8  
**Skills:** Fighting d8, Notice d6  
**Pace:** 6; **Parry:** 6; **Toughness:** 6  
**Special Abilities:** Bash (Str+d6), Construct (+2 to recover from Shaken; no additional damage from called shots, immune to poison and disease), Damage Field (2d6 damage), Fearless

### SILENCE

**Rank:** Novice                      **Power Points:** 2  
**Range:** Smarts                      **Duration:** 3 (1/round)

Whisper ANGERONA PHOR PHORBA and raise your left hand to your lips. The power creates a zone of silence in the surrounding area. Verbal

communication, including spells that rely on words, is impossible.

### SKIN CHANGER [Versipellis]

**Rank:** Seasoned      **Power Points:** Special  
**Range:** Self      **Duration:** 1 minute (1/ minute)  
 Drink a vial of thickened vinegar and recite PERTAO MECH CHACH MNECH SAKMEPH. Drop all of your belongings and remove all your clothing, anything that reminds you of being human. Concentrate on your animal soul to transform into the beast within. The power is similar to *shape change* in all respects, although the most common form is a wolf.

### SLITHER

**Rank:** Novice      **Power Points:** 2  
**Range:** Smarts      **Duration:** 3 (1/round)  
 You possess the flexibility and suppleness of a snake. You are able to twist your body to reach high locations. The power functions as *boost trait* but only affects Climbing; a raise also affects Stealth.

### SMOKE FORM

**Rank:** Heroic      **Power Points:** 5  
**Range:** Self      **Duration:** 3 (2/round)  
 Slice the tip of your finger with a dagger and recite, GATHYBASATH YRITH MILAALO. Objects will pass through you as if you were made of smoke. The power functions as *intangibility* except for its limited range.

### SNAKE BURST

**Rank:** Seasoned      **Power Points:** 2/4/6  
**Range:** 24/48/96      **Duration:** Instant  
 Shout "You are Aphyphis" and cleave a palm branch in twain. All reptiles in the area of effect burst asunder. The power functions as *blast*, except that it only affects reptiles.

### SNAKE CHARM

**Rank:** Seasoned      **Power Points:** 2  
**Range:** Smarts x 2      **Duration:** 1 minute  
 Stare at the reptile, mimic its movements and softly sing. For larger or enraged creatures, you must also stroke the head or belly. You will calm reptiles, rendering them asleep and harmless. The power functions as *slumber*, except that it only works on reptiles.

### SOFTEN WRATH [Thymokatochon]

**Rank:** Novice      **Power Points:** 1  
**Range:** Smarts      **Duration:** Instant  
 Softly hum ancient Etruscan melodies [*carmina Tyrrhena*] to Menrva while sacrificing a bird of prey. The power duplicates a successful Persuasion roll by improving the target's attitude one step (or two with a raise) as per the Reaction Table definitions.

### SOLOMON'S COLLAPSE

**Rank:** Novice      **Power Points:** 2  
**Range:** Smarts      **Duration:** Special  
 Facing the target, place your palms on your buttocks, feet together and recite the following: ABRIATH KICHOP OTEM PITH. The power functions as *stun*, except that it only works against a single target.

### SONG OF BINDING

**Rank:** Veteran      **Power Points:** 3  
**Range:** Smarts      **Duration:** 3 (1/round)  
 Recite the following nine times: BOULO MENTOREB XONO PHOENAX. The power functions as *puppet* in all respects. The Thessalian witch Philinna developed this spell.

### SONGS OF THE HUMORS [Carmina Umoris]

**Rank:** Novice      **Power Points:** 1  
**Range:** Touch      **Duration:** Instant  
 Strike your left hand into your right palm five times while singing LAKI LAKIO MOUKILA KILAMOU. The power functions as *succor* in all respects.

### SPEECH OF ALL CREATURES

**Rank:** Novice      **Power Points:** Special  
**Range:** Smarts      **Duration:** 10 minutes  
 A snake licks your ears, enabling you to understand and converse in all animal languages. The power functions as *beast friend* except for the limited range.

### SPHERE OF DEMOCRITUS

**Rank:** Heroic      **Power Points:** 10  
**Range:** Touch      **Duration:** Instant  
 Touch the target and throw a single round stone onto the ground while uttering ZEUS. The power restores life to an individual who has died within the hour. The target returns to having three wounds.

### SPIRIT OF WATER

**Rank:** Veteran      **Power Points:** 5  
**Range:** Touch      **Duration:** 3 (1/round)  
 Invoke the guardian of a natural body of water. Plunge your hand beneath the surface and draw forth the elemental spirit. The power functions as *summon ally* except it only summons a water elemental in human form.

### STAR SPIRIT OF ZIZAUBIO

**Rank:** Novice      **Power Points:** 2  
**Range:** Infinite      **Duration:** Instant  
 Prepare a laurel branch with twelve leaves by inscribing each leaf with a different sign of the zodiac. Wrap carefully in a virgin cloth and place it under your head. Fall asleep by invoking the star spirit Zizaubio, king of the Pleiades. The power reaches into dreamtime to create a terrifying



nightmare based on the target's deepest fears. The power functions as *fear* except for the range.

### STONE WALK

**Rank:** Novice      **Power Points:** 3  
**Range:** Smarts x 2      **Duration:** 3 (2/round)  
 Recite PHIOCHEN GEBROCHTHO MYSAGAOTH CHEOO while twisting your feet on soil or stone. You will be able to tunnel through mountains or enter the earth as if it were soft mud. The power functions as *burrow* in all respects, except that it works on rock as well.

### STRENGTH OF THE DEAD

**Rank:** Novice      **Power Points:** 2  
**Range:** Self      **Duration:** 3 (1/round)  
 Place your palms over the face of a target who has died within the hour. Sing the hymn of Leinth the Faceless Goddess to steal the corpse's strength. The power grants the Strength of the deceased.

### SWORD OF DARDANUS

**Rank:** Veteran      **Power Points:** 3  
**Range:** Smarts      **Duration:** 3 (1/round)  
 Place a flat magnetic stone that has been engraved with VENUS under your tongue. Without stammering or stuttering, speak the following: BERIAMBO MERMERGOU AROUER LAILAM. The power functions as *puppet* except that it can only force the target to fall in love with another.

### TAPER [Contractura]

**Rank:** Heroic      **Power Points:** 3  
**Range:** Smarts      **Duration:** Instant  
 Call upon the gods to diminish the power [*dynamis*] of your target. The power functions as *drain power points* in all respects.

### THOUGHT

**Rank:** Novice      **Power Points:** 3  
**Range:** Smarts      **Duration:** 1  
 Point at target with left hand and rub right temple with right hand. Recite SOITHER CALBAN five times. The power functions as *mind reading* in all respects.

### TONGUES [Linguae]

**Rank:** Novice      **Power Points:** 1  
**Range:** Touch      **Duration:** 3 (1/round)  
 Place your left hand in your mouth. Remove it slowly while whispering SOUMARTA MARBA. The power functions as *speak languages* except for limited duration.

### TOUCH OF THE SERPENT-BORN

**Rank:** Novice      **Power Points:** 1  
**Range:** Touch      **Duration:** Instant

Stroke the livid skin of a poisoned victim to transfer the ill effects of poison (wounds, Exhaustion, Paralysis, etc.) to yourself. If simultaneously touching another during the ritual, you may move the poison to that creature instead. Unwilling creatures may resist with an opposed Spirit roll.

### TRUE NAME

**Rank:** Veteran      **Power Points:** 5  
**Range:** Smarts      **Duration:** 3 (1/round)  
 Knowing an entity's true name or mother's name gives one dominion over it. Paternal names do not carry as much supernatural weight because the identity of the person's real father is not always a sure bet. The power temporarily increases the effects of powers by one die type against a specific target.

### TRUTH [Veritas]

**Rank:** Novice      **Power Points:** 1  
**Range:** Smarts      **Duration:** Instant  
 Point at the target and say REMPHTHO. If you actually say REMPHTH, the target is lying. The power indicates whether the target is telling the truth.

### TWITCH

**Rank:** Novice      **Power Points:** 2  
**Range:** Smarts      **Duration:** 3 (1/round)  
 Clap your hands together while saying DARYGKO IAU IAU, drawing in air as you do so. Your target will feel unease and experience physical spasms that affect his coordination. The power functions as *lower trait* but only affects Agility.

### UNMENTIONABLE BASKET OF KASMILOS

**Rank:** Novice      **Power Points:** 2  
**Range:** Smarts      **Duration:** 3 (1/round)  
 To have the target glimpse into the basket of Kasmilos, the messenger of the Unmentionable Gods [*Nefandi*], point at the target and sing ASKA NESNA SAN. The target will see the truth of his faults and past actions carried in the basket. The power functions as *lower trait* but only affects Spirit.

### UNQUENCHABLE LAMP

**Rank:** Novice      **Power Points:** 2  
**Range:** Smarts      **Duration:** 1 hour  
 Slowly wave hands over flames and recite, "Remain with us, sovereign flame. AKRAMMA CHAMARI." The flames will burn without a fuel source. The power functions as *light* except for the increased duration.

### VANISH

**Rank:** Novice      **Power Points:** 1  
**Range:** Touch      **Duration:** Instant



Place hand or a piece of cloth over the target object. Say PHEN PHENSO IGRAA three times and the object will be gone when you whisk your hand away, never to be seen again.

### VICTORY CHARM OF CONSUMS

**Rank:** Novice      **Power Points:** 2  
**Range:** Smarts      **Duration:** 3 (1/round)

While pointing toward the target horse, recite, "Give [name of horse] success, charm, reputation, glory in the circus." The power functions as *boost trait* but only affects horses.

### VICTORY CHARM OF HELIOS

**Rank:** Novice      **Power Points:** 2  
**Range:** Smarts      **Duration:** 3 (1/round)

Rub your palms with oak charcoal while singing GELEO AMARA MATOR MORMARASEIO NEOUTHON ALAO AGELAO. Helios will aid you to victory. The power provides a bonus to rolls (+1, +2 with raise) to your allies within range.

### VISIONS OF THE BLOOD

**Rank:** Veteran      **Power Points:** 3  
**Range:** Smarts      **Duration:** 3 (1/round)

Recite the following charm within range of the sleeping target: "The soul sits in the heart like a prophetess in her chair and interprets visions of the blood." The power induces the sleeper to have a dream that will be interpreted as prophetic. The target will wake and immediately seek to fulfill his destiny. The power functions as *puppet* in all respects.

### WATER WALK

**Rank:** Novice      **Power Points:** 2  
**Range:** Touch      **Duration:** 1 hour (1/hour)

Recite BAZETOPHOTH EULAMOSI EELAXIMA while chewing on the stem of wetland rushes. You will be able to walk on water as if it were firm ground. The power functions as *environmental protection*, except that it only allows walking on a liquid surface.

### WEDDING HYMN OF ANGITIA

**Rank:** Novice      **Power Points:** Special  
**Range:** Smarts      **Duration:** 1 hour

Chant the wedding hymn of Angitia to tame the reptile. The creature may be handled without fear or given simple commands. The power functions as *beast friend*, except for its limited range, extended duration and that it only works on reptiles, including conjured, magical and unnatural reptiles.

### WINGS OF HYPERBOREA

**Rank:** Veteran      **Power Points:** 3  
**Range:** Self      **Duration:** 3 (1/round)

Call upon the spirits of the divine Boreads, Calais and Zetes, to summon the north wind to lift your body heavenward. The power functions as *fly* except for its limited range.

### WOLF SIGHTING

**Rank:** Novice      **Power Points:** 3  
**Range:** Smarts      **Duration:** 3 (1/round)

A lone, aggressive wolf appears to aid you. The power functions as *summon ally*, except that it can only summon one wolf.

### WOUNDED EYE OF HORUS

**Rank:** Novice      **Power Points:** 2/4/6  
**Range:** 12/24/48      **Duration:** Instant

Point at the target and recite, "The Sun is the Sound Eye. The Moon is the Wounded Eye." The power functions as *blind* in all respects.

### ZEPHYR

**Rank:** Novice      **Power Points:** 1  
**Range:** Smarts x2      **Duration:** 3 (1/round)

Sprinkle a powder mixed from dried blood and the ashes of papyrus. Recite DIACHANNA CHORYN. The power functions as *elemental manipulation* except that it only affects air.

### ZMINIS' DAEMON

**Rank:** Novice      **Power Points:** 1  
**Range:** Self      **Duration:** 3 (1/round)

Draw the *daemon* of Zminis on a piece of linen with the six *vocae magicae*. He is a four-winged, crowned spirit with the horns of a bull, the tail of a bird and swords for feet. Burn the illustration with a lamp with cedar oil. The *daemon* will come to you in your dream to carry you through dreamtime. You will be carried on the back of the dreaming spirit, allowing you to enter multiple dreams. The power may be used in conjunction with other dream magic to affect more than one target.

## ARCANE ITEMS [*Instrumenta*]

Over the centuries, magi have fashioned devices that symbolically mimic the workings of the universe. These implements aid in focusing or deflecting hidden energies. Amulets, talismans, gems and tattoos protect against harmful magic. Bullroarers [*rhombi*], gongs, rattles [*sistra*] and flutes summon spirits by sound.

Similar to how super powers work in core Savage Worlds, the power of the Arcane Item is its own skill and has no liked attribute; the default value is d6. When activating the magical abilities of the implement, the character rolls the power of the Arcane Item.

The following are examples of arcane items in *FVLMINATA*:

### BRONZE LIVER

**Power:** Gut Gazing

To help inexperienced diviners, the Etruscan College fashions bronze models of livers marked with the twelve sections of the sky and the god who rules over each of them.

### CURSE TABLET [*Lamella*]

**Power:** Evil Eye

The gray, lusterless surface of a lead curse tablet resembles the deathly pallor of a corpse. Scratch the name of the target on the tablet to curse the target.

### CURVED STAFF [*Lituus*]

**Power:** Birds of Omen

Mark out the sacred zone for observing portents with your sacred crosier. Remark on the behavior of any birds in that area of the sky.

### DOLL OF ASTRAPSOUKOS

**Power:** Sword of Dardanus

Prepare a clay doll in the likeness of the target with hands behind its back. Pierce the doll with thirteen needles, three for the mouth, two for the eyes, two for the bound hands, three for the heart and three for the loins. To activate the doll's power, recite, "Give me favor, elegance and beauty of face. PHARNATHAR BARACHEL CHTHA."

### HERMES' RING

**Power:** Bind

Wear an iron ring for at least seven days. Bury it to bind your target.

### HOOF CHARM

**Power:** Victory Charm of Consus

Using a bronze stylus, inscribe the spell on the wide part of a horse's hoof. The horse will call upon hidden strength when needed.

### PHALLUS CHARM [*Fascinum*]

**Power:** Nemesis Prayer

The amulet, shaped like a phallus, counteracts the effects of harmful magic. Roman boys wear a similar protective locket [*bullula*] until adulthood (age 14). Roman girls wear a *lunula*, a necklace with a crescent moon charm for safety.

### PUPPET OF PHILINNA

**Power:** Song of Binding

Fashion a clay doll of the target. Pierce the doll with three silver needles, one for the forehead, one for the heart and one for the lower spine.

### RING OF GYGES

**Power:** Invisibility

Turn the golden ring so that the gemstone faces your palm to become invisible to mortal eyes.

### STELE OF APHRODITE

**Power:** Soften Wrath

Using a bronze stylus, engrave the following on a strip of tin: DAMNA MENEUS AKRAMMA CHAMAREI.

### WIND CHIMES OF PURSENAS

**Power:** Charm of Pibechis

Suspend bells from chains attached to a bronze globe. When moved by the breeze, the bells will tinkle to drive away spirits and demons.

## PHILTERS

The following are examples of philters in *FVLMINATA*:

### **DEW OF ANGITIA**

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**Power:** Frothing Tongue

Mix the venom of a water snake with a secret blend of mild Marsian herbs. Soak a clean cloth in the solution and squeeze it into the mouth of the poisoned one.

### **FORGE OF VELCHANS**

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**Power:** Maggot

A special blend of gunpowder [*terra fulminata*] designed by the Etruscan College known for thundering noise and tailored for land-based artillery.

### **MADNESS OF THE MARE [Hippomanes]**

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**Power:** Gaze of Venus

Find a mare that has become pregnant from the wind. From the newborn foal's head remove the round black growth, roughly the size of a fig, before the mare can consume it. Crush it into a mixture of herbs harvested with bronze sickles.

### **TWO LIZARD POTION**

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**Power:** Sword of Dardanus

Catch two lizards in the act of copulation. Boil them alive in special herbs that grow near the Black Sea.

### **WARRIOR [Nabarze]**

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**Power:** Zephyr

A special blend of gunpowder [*terra fulminata*] designed by the Mithraic College that produces less smoke.