

GURPS®

Fourth Edition

INFINITE WORLDS™

COLLEGIO JANUARI™



Written by **KENNETH HITE**

Edited by **NIKOLA VRTIS**

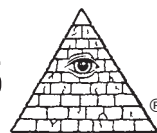
Illustrated by **DAN SMITH**

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CONTENTS

INTRODUCTION 3

Quae Terra? 3
About the Author 3

COLLEGE OF JANUS 4

HARVESTING MANA 4
 Some Sample Ashlars 5
JANUS 5
THE JANICULUM 6
CHARACTER TEMPLATE 6
 Collegio Magus 6
SPELLS OF JANUS 7
 Beacon 7
 Planar Visit (VH) 7
 Plane Shift Other (VH) 7
 Seek Gate 7
 Scry Gate 8
 Control Gate 8
 Create Gate (VH) 8

Jonbar Ritual (VH) 8
Spells for Enchantment 8
MAGIC ITEMS 9
 Clavis Mundi 9
 Mappamondi 9



Labyrinthus Mundorum 9
Curragh of Bran 9
SAVING WORLDS 10

ORDER OF ST. EUSTATHIUS 10

ST. EUSTATHIUS OF ROME 11
CHARACTER TEMPLATES 11
 Knight of St. Eustathius 11
 Herlechine Horse 11

CAMPAIGN ASSUMPTIONS 12

PARAMETERS 12
PARAPHYSICS 12
CHARACTERS 12
GENRE AND MODE 12

INDEX 13

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GURPS System Design ■ STEVE JACKSON
GURPS Line Editor ■ SEAN PUNCH
Indexer ■ NIKOLA VRTIS
Page Design ■ PHIL REED and
JUSTIN DE WITT

Managing Editor ■ PHIL REED
Art Director ■ WILL SCHOONOVER
Production Artist ■ NIKOLA VRTIS
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INTRODUCTION

In a world lit only by fire, knights clash on muddy battlefields to decide ownership of a hundred acres of land, and priests bicker in darkened abbeys about the precise meaning of a single sentence. Everywhere, men and women are locked into a great chain of being by their birth and their stars, toiling in the fields or sweating in their armor. Everywhere, that is, except within the halls of Janus.

Here, the scholars know that more worlds exist than just the one presented to mankind by God. They know there are bright gems for the taking, and whole libraries of lost lore to study. They know that knowledge is power, and they have devoted their lives to both. Do they seek to remake the world, healing and raising it up, bathed in the light of golden possibilities? Or to rule all the worlds as magical overlords, harnessing all the kingdoms of all the worlds to their chariot? The doors of Janus swing both ways . . .

Infinite Worlds: *Collegio Januari* is a medieval fantasy campaign frame for crossworld adventure, centered on a small magical conclave, the Collegio Januari (the College of Janus). With the secret arts conveyed to them by Janus himself when the ancient empires passed through his gates to their doom, the Collegio seeks out other worlds and the knowledge and power therein.

QUAE TERRA?

The proper names and some of the legends and lore in this campaign frame come from Earth history, so slipping this setting into any historical fantasy milieu is relatively simple. However, the Collegio Januari is designed to mesh snugly with any fantasy world that has wizards and knights. (In a pinch, the Game Master can leave out the knights.) Just

*There were boundless,
unforeseeable realms, planet on
planet, universe on universe, to
which we might attain, and
among whose prodigies and
marvels we could dwell or
wander indefinitely.*

– Clark Ashton Smith,
“The City of the
Singing Flame”

change the names to whatever “lost god of the old empire” and “mysterious huntsman knight” seem appropriate.

The Collegio on Earth

If you decide to set the Collegio in Earth history, it fits relatively well into any time between around 600 A.D., with the revival of monastic learning in Western Europe, and 1700, when secular knowledge starts really outpacing clerical knowledge openly, and when secret societies of wizards start seeming silly enough that people invent Freemasonry instead. The Order of St. Eustathius is a slightly more awkward fit; the great era of the knightly orders only starts going around 1100, and the last hurrah of the armored knight is on Bosworth Field in 1485. Some time in the 1200s would be eminently workable for both.

However, knightly orders remain in existence to this day; the Hospitaller Knights of St. John, for example, still run an ambulance service and are recognized as a sovereign nation by many countries. (Some conspiracy theorists believe they’re a CIA front, as well.) There’s no reason you couldn’t turn the Collegio Januari into a secretive order of ritual magicians like the Mermetic Order of the Golden Dawn, and the Order of St. Eustathius into a vengeful, globetrotting special ops force like the Special Air Service.

The Janiculum would be located in Switzerland or the Italian Alps, or perhaps the Pyrenees or somewhere in an obscure Balkan valley. It should be near a main road, to allow its scouts to find something adventurous to do without a lot of tedious traveling, but not close enough to a major city that it gets embroiled in petty local politics.

ABOUT THE AUTHOR

Kenneth Hite lives in Chicago, a monarchical city-state impinging on many strange and wondrous dimensions. Every so often, he writes users’ manuals and field guides to such, including *GURPS Infinite Worlds*, *Adventures Into Darkness*, and *Trail of Cthulhu*. He records his more theoretical and exploratory notes in “Suppressed Transmission,” in Pyramid magazine. He has been assigned a cat, who along with his wife, Sheila, keeps his Ashlar secure.



CHAPTER ONE

COLLEGE OF JANUS

The Collegio Januari seems, from the outside, to merely be another magical order, albeit one rather better dressed than most. It has approximately 80 members under an Archmage (the Rex Januari). The Archmage has three or four magi to help him with various executive functions: the Librarian, the Armsman, the Treasurer, and so forth. They serve as the Archmage's Council, and a new Archmage usually comes from their ranks. Below the members are novices seeking membership; they do most of the intellectual grunt work, washing flasks and scraping parchment. The real grunt work – cleaning floors, digging latrines, and carrying food and water – is left to peasants hired from the neighboring territories. They live in barracks in the Janiculum, the Collegio's fortress-library-academy complex in the remote foothills of a border province.

The Collegio uses its access to other worlds to increase its own power and wealth. There are worlds where spices can be bought for less than a fourth their weight in silver! Since they sell for well more than their weight in gold in the cities of the Collegio's home world, it takes few trips to accumulate a vast fortune. In other worlds, silver mines lie untouched by the brutish natives' stone tools. In still others, only the Collegio

seems to know magic and can work its will without fear of repercussion. In worlds much like that of the Collegio, researchers can uncover secrets thought secure back in their home world, or kidnap the otherworldly twin of a powerful bishop or lord. (A cross-time jaunt, a few Mind Control spells, and a substitution later, the Collegio inserts its double to protect its interests on its home Earth.) In some worlds, the secrets of magic and the works of lost and ancient scholars are revealed to all, in codices and libraries with barely any guards.

But this is trivial compared to the real benefit the other worlds can offer – mana. Every world produces mana, the essence of magic. (Every world, that is, except no-mana worlds, but the Collegio's spells can't travel there, so they never learn about them.) In no world that the Collegio has discovered – even those with living gods and massive magical machinery – is the mana harvested efficiently enough to prevent some of it escaping in hunches, déjà vu, creepy sensations in graveyards, and the light in babies' eyes. The Collegio knows how to harvest that lost mana, taking only a tiny fragment of it from each of the millions of souls in a given world, and channeling it through the world gates to the Janiculum.

HARVESTING MANA

There are two keys to harvesting a world's mana: its Ashlar, or foundation stone, and the Jonbar Ritual (see p. 8), which attunes that stone to a like stone in the Janiculum. Finding the Ashlar of a given world is usually a job for the subtlest magics, as it can take almost any form: ring, cup, sword, tree, or something else. An Ashlar can even be an actual stone, from a sapphire to a solid slab of basalt. Often, the Ashlar takes the form of some item crucial to that world's development in history or the works of its greatest empire. Ashlars also can alter their form, and even move about the world, as the world changes.

There is no "Seek Ashlar" spell; magi must observe the flows of mana, the shape of that world's ley energies, and read omens from the skies. (The GM can require any number of tests, skill rolls, or lucky guesses. However, each successful roll should add to the PCs' store of information, if only in a "hotter-colder" kind of way: "You think that the Ashlar of this world is to the south." Or, "Your divination reveals that the Ashlar is a spearhead." At the GM's discretion, a critical success on both Thaumatology and Cliodynamics (*Infinite Worlds*, p. 182) might allow the magus to pinpoint the Ashlar of a given world.)

However, once a mage of the Collegio gazes upon a world's Ashlar with magical eyes, he knows it.

If a world's Ashlar is destroyed (which usually requires powerful magic or tools of the gods), the world becomes unhinged from the cosmic rhythms of time and space, its very reality shifting and melting. (See *Reality Quakes* in *Infinite Worlds*, pp. 75-77, for some discussion of the effect.) The Ashlar of the Collegio's own world is the East Door of Janus' Arch, lost when the empire fell. Finding that Ashlar is a continuing quest for the Collegio, because it is *much* better hidden than those in other worlds are.

Once the Ashlar is found, the mages of the Collegio must craft a symbolic representation of the Ashlar in that world (a simple carving out of chrysoprase or jasper is sufficient) as a link, and place it in the Janiculum's Crypt of Worlds. They may then perform the Jonbar ritual over it and begin harvesting that world's mana. Even with only a trivial amount lifted from each person, the amount of mana is immense; thousands and thousands of energy points begin flowing into the stones and pools of the Janiculum. Most of this mana is used in maintaining the

Some Sample Ashlars

Here are some possible Ashlars for some mana-positive worlds. The GM should pick one of these possibilities per world; the others are “merely” amazingly powerful artifacts, priceless art treasures, or historical symbols. (Some of them might be reality shards, in either case.)

Infinite Worlds

Chapter 4 of *Infinite Worlds* describes the following worlds.

Armada Worlds: Drake’s Drum, the Holy Lance of the Hapsburgs, a brilliant ruby in the Crown Jewels of Spain.

Attila: A golden spur on the Khagan’s horse, a meteorite in the Gobi Desert shunned by the natives, a single unburnt stone in the ruins of Beijing.

Azoth-7: Newton’s telescope lens, the apple tree in Newton’s garden, John Dee’s shewstone.

Britannica-3: A warming pan in Whitehall palace, the brightest jewel in the British Crown, George Washington’s regimental sword.

Dixie-1: The Bonnie Blue Flag of the South, the first cannon-ball fired into Fort Sumter, a silver bullet from William Walker’s gun.

Ezcalli: The capstone of the Pyramid of the Sun in Tenochtitlan, an idol of Moloch somewhere in the ruins of Carthage, the obsidian sword of Tlacahelel.

Friedrich: The Iron Crown of the Lombards, the Orb of the Hohenstaufen emperors, the Holy Sepulchre in Jerusalem.

Gallatin: A patch of ice magically unmelted at the bottom of the Delaware River, an anonymous antique jaeger’s rifle in Hesse-Kassel, A tree in Weehawken, New Jersey.

Merlin: The trinitite from ground zero at Almogordo, a slag pyramid in the wall of the University of Chicago Library basement, Einstein’s violin.

Myth Parallels: Aladdin’s Lamp, Excalibur, the Holy Grail, Robin Hood’s longbow, Sherlock Holmes’ magnifying glass, etc.

Nergal: The Ark of the Covenant, the Spear of Nergal, the signet-ring of King Sennacherib X.

Nostradamus: Nostradamus’ brazier, St. John’s cup, the great calendar stone of Palenque.

Orichalcum: The royal trident of Atlantis, the Palladium of Athens, the girdle of Hippolyta.

Roma Aeterna and Other Rome Worlds: The Shield of Mars, the eagles of Julius Caesar’s Tenth Legion, the gate of the city of Rome.

Yrth: The weirdstone of the Dark Elves, the Sword of Megalos, the Holy Grail (perhaps brought here along with the Templars).

Other Books

These worlds can be found in other books.

Aeolus (GURPS Alternate Earths 2): The Stone of Scone, the Angel of Liberty aircraft, the Bag of the Wind-God currently disguised as a smith’s bellows in Amsterdam.

Autoduel (GURPS Autoduel): The carburetor of the first production Shelby Mustang, “Crazy Joe” Harshman’s original .50 caliber machine gun, the skeleton of Ferdinand Porsche.

Cornwallis (GURPS Alternate Earths 2): The key to the Bastille, the Benedict Arnold Monument in New York, Malthus’ gravestone.

Cyrano (GURPS Infinite Worlds: Lost Worlds): The main crystal ball in the Jansenist Order’s high chapter-house, a bottle of Chateau Lafite 1789, the sword of D’Artagnan.

Midgard (GURPS Alternate Earths 2): Gungnir, the Brisingamen, Mjolnir.

Ming-3 (GURPS Alternate Earths 2): A jade sword in the Shaolin Temple, a stone in the Great Wall of China, Zheng He’s compass.

Nine Worlds (GURPS WWII: Weird War II): The engine room of the *USS Engstrom*, the Spear of Destiny, the Holy Grail, the Blood-Cup of the Dacian Kings.

various magical defenses of the Janiculum, and powering the Labyrinthus Mundorum (see p. 9) and other puissant artifacts. Enough is left over, however, for even the lower-ranking magi of the Collegio (such as the PCs) to have access to many magical items such as Powerstones or enchanted devices. As a general rule, for each world the Collegio harvests from, each magus PC can receive 500 energy points worth of magic items for use in Collegio missions without spending any character

points or Wealth. (The GM should adjust the number of worlds currently harvested by the Collegio to fit his ideas of campaign balance.) Note that this gives players a strong incentive to add more worlds to the Collegio’s stash! The Collegio will allow member magi to swap out items from its storehouses between adventures, if need be.

According to its oldest records, the Collegio learned all this from Janus himself, the last god of the fallen empires.

JANUS

Janus was the Roman god of doorways and of beginnings and endings. He also ruled harbors, bridges, gates, travel, calendars, arches, and the first hour of the day. He was worshiped at first harvest, at weddings, at births, and during other “firsts.” As lord of beginnings, he was always named first in rituals or

in any list of gods in a prayer; he was the first to receive any sacrifice. The doors of Janus’ temple were kept open in time of war, so that he could intervene if need be; they only closed when the empire was at peace.

Roman iconography depicted Janus as a god with two faces (joined at the back of the head) looking in each direction. In some carvings, Janus wears a wide-brimmed hat; often, one face is clean-shaven and one is bearded. This is Janus Bifrons (“two-faced”). Other cognomens for Janus include Janus Geminus (“the twin”), Janus Consivius (“he who plants”), Janus Patulcius (“the opener of doors”), Janus Clusivus (“the closer of doors”), and Janus Quadrifons (“four-faced,” lord of the four corners of the earth).

The oak is Janus’ sacred tree. He is represented with a staff and a key or a gate. Janus’ holy days were January 1 and, to a lesser extent, the first of all months. January, of course, was his

holy month, and his main feast was the Agonia or Agonalia on January 9. Janus’ other feast was the Portunalia, on August 17. The Collegio celebrates both feasts with banquets, magical contests, and similar revels.

Certain scholars have identified Janus as the future destiny of Jupiter, or as another identity of Cronus, god of time; Juvenal and Herodian knew that he was the first and last of the gods. In some sense, he personifies the Old Gods; as Janus Pater he was even revered as the “god of the gods.” All the gods must pass through Janus’ gates, after all, and he must remain behind to close and lock them at the end of things.

THE JANICULUM

The headquarters of the Collegio is a large walled compound on a solid shelf of rock fed by a number of mountain springs. Inside the Janiculum are chambers for the mages, barracks for the staff, refectories and banquet halls, great and small kitchens, a crypt for dead members, a vegetable garden, workrooms and laboratories, and the finest library in the world. (Many of the books are printed books from other worlds, of course.) The Janiculum is stoutly defended

with high walls, magical traps, and arcane devices from other worlds. (The GM decides if these include Gatling lasers and force fields, or more conventional weapons, or simply odd magitech from other sorcerous realities.) It has a substantial arsenal with all manner of weapons in it, and plentiful stores of food against a siege or a long winter. There is no chapel, only a fane to Janus – this will appall any right-thinking visitors from a Christian kingdom, if they happen to notice it.

CHARACTER TEMPLATE

COLLEGIO MAGUS

118 points

This template gives a general guideline for Collegio magi; they will vary as much as any magi do, of course. The spell list is a very basic curriculum, the minimum spells needed to learn Plane Shift, which is a spell known only to the College in this setting. (Or, if the GM already has magi Plane Shifting around to the Astral or Elemental planes, only the Collegio knows about parallel worlds, and knows the spells for travel to them.) The Secret implies that Janus worship is both secret and shameful, as it would be in medieval Europe. In polytheistic settings, the GM may wish to imply that Janus or the College has an unsavory reputation, or remove the Secret (and raise the total points by 10). The GM may also want to consult the Cabalist template (see *Infinite Worlds*, pp. 195-196) for another world-hopping mage model.

Attributes: ST 9 [-10]; DX 10 [0]; IQ 13 [60]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d-1; BL 16 lbs.; HP 10 [0]; Will 13 [0]; Per 10 [-15]; FP 13 [6]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: Latin: Spoken (Accented)/Written (Native) [5]; Magery 1 [15]; and Patron (Collegio Januari, 12 or less; minimal intervention) [15]; • Two of Eidetic Memory [5], Language: Spoken (Accented)/Written (Native) [5], Reputation [5], Single-Minded [5], Status 1 [5], Versatile [5], or Will+1 [5].

Disadvantages: Duty (The Collegio, 12 or less) [-10] and Secret (Janus worshiper) [-10]; • -30 points chosen from among Absent-Mindedness [-15], Bad Sight [-25], Bad Temper

[-10*], Compulsive Behavior [-5, -10, -15*], Curious [-5*], Gluttony [-5*], Oblivious [-5], Obsession [-5 or -10*], Sense of Duty [-2 to -15], Shyness [-5 to -20], Stubbornness [-5], or Weirdness Magnet [-15].

Primary Skills: Thaumatology (VH) IQ [4]-13†.

Secondary Skills: History (any) (H) IQ [4]-13 and Research/TL3 (A) IQ [2]-13; • Five of Games (Magical challenges) (E) IQ+1 [2]-14; Hidden Lore (any) or Occultism, both (A) IQ [2]-13; Astronomy/TL3 (Observational), Expert Skill (any), Mathematics (any), Naturalist, or Theology (Roman or other), all (H) IQ-1 [2]-12; Alchemy (VH) IQ-2 [2]-11; or Dreaming or Meditation, both Will-1 (H) [2]-12.

Background Skills: One of Knife (E) DX+1 [2]-11; Riding (any), Shortsword, or Staff, all (A) DX [2]-10.

Basic Spells: Counterspell, Ignite Fire, Lend Energy, Light, Purify Air, Seek Earth, Seeker, Seek Water, Sense Foes, and Shield, all (H) IQ-1 [1]-12†.

Spells of Janus: Planar Summons (H) IQ+1 [4]-14† and Plane Shift (VH) IQ [4]-13† for the Collegio’s home Earth and for four other worlds.

* Multiplied for self-control number; see p. B120.

† +1 for Magery.

*Once a mage of the Collegio
gazes upon a world’s Ashlar with
magical eyes, he knows it.*



SPELLS OF JANUS

Besides Planar Summons (p. B247) and Plane Shift (p. B248), advanced magi in the Collegio study other secret spells of Janus. All Spells of Janus are in the Gate college.

Beacon

Area

This spell “smooths out” the road between worlds, making it easier to plane shift to an area. The energy cost and skill penalties to travel to a beacon are halved (round down). A beacon may also be used to help summon a subject from the beacon’s vicinity toward the caster.

A beacon is not private; any caster magically transporting himself (or someone else) to the area benefits from the spell.

This is a Movement spell, if used for Teleport spells.

Duration: 24 hours.

Cost: 10 to cast, half to maintain.

Time to Cast: 30 seconds.

Prerequisite: Plane Shift.

Planar Visit (VH)

Special

The caster leaves his body behind and projects his spirit into another world or plane. There is a different spell for travel to each plane or dimension, and the caster’s senses are altered to correspond to the average plane-dweller’s. The effects of this spell are similar to the Projection limitation on Jumper (see *Infinite Worlds*, pp. 174-175).

If the spell ends before his spirit rejoins his body or if his body is harmed while his spirit is away, the caster must roll vs. HT to stay alive. The caster’s body is totally defenseless for the duration of the spell, although a casual medical examination reveals it to be (barely) alive.

Duration: 1 minute.

Cost: 4 to cast, 2 to maintain. Some planes (but few worlds) may cost more, carry a skill penalty, or both.

Time to Cast: 30 seconds.

Prerequisites: Magery 2 and Planar Summons.

Plane Shift Other (VH)

As Plane Shift (see p. B248), but usable on any being or object. A subject who doesn’t expect to be plane-shifted must either make an IQ roll or be disoriented for a turn.

Duration: Permanent.

Cost: 20. Some planes (but few worlds) may cost more, carry a skill penalty, or both.

Time to Cast: 5 seconds.

Prerequisites: Magery 3 and Plane Shift.

Only the Collegio knows the spells to travel to parallel worlds.

Seek Gate

Information

Tells the caster the direction and approximate distance to the nearest gate. Any known gates may be excluded if the caster specifically mentions them before beginning.

Modifiers: Long-Distance modifiers (p. B241), -2 if the gate is currently closed, -5 if seeking a gate’s arrival point, -10 if seeking a gate leading to a specific destination. Note that the gate may be magically concealed.

Cost: 3.

Time to Cast: 10 seconds.

Prerequisites: Magery 2, Seek Magic, and one spell from each of 10 colleges.

Scry Gate

Regular

Cast on an open gate, this spell allows images, sounds, and smells to come through it from the other side, just as if one were peering through an open window. No corresponding “window” opens at the gate’s other end.

Duration: 1 minute.

Cost: 4 to cast, 4 to maintain.

Time to Cast: 10 seconds.

Prerequisite: Seek Gate.

Control Gate

Regular; Resisted by Gate

Forces an open gate to close, a closed gate to open, or tilts or displaces the subject gate as the caster wishes. Control Gate can also be used to choose a particular destination for a multiple-destination gate.

This spell moves gates at up to 3 hexes per turn. Closing a permanent gate does not destroy it; closing a temporary one does.

Once control is relinquished, the gate reverts to its previous state, if it still exists. It moves back to its original place at top speed and by the shortest path.

If several Control Gate spells are active at once on a single gate, the gate resists them with a single roll, control going to the spell with the largest margin of success.

Duration: 1 minute.

Cost: 6 to cast, 3 to maintain.

Time to Cast: 10 seconds.

Prerequisites: Magery 3 and Seek Gate.

Create Gate (VH)

Regular

Creates a temporary magical nexus portal leading to another plane or world. The gate can be of any size up to a 3'-by-6' doorway (or equivalent surface area). Larger gates are no more difficult, but cost proportionally more energy.

This spell may also be used to enchant a permanent gate, in which case a few more considerations become important. The caster must specify whether the gate will be always open, always closed, or open and closed when certain conditions are met (opens only at midnight, or under a full moon, or when someone utters a password, etc.).

Several gates may share a single location. Only one of them may be open at any time, so it is common to have them cycle in time, giving the net effect of a single gate leading to a choice of destinations. They must be created separately, but otherwise behave as a single gate.

Permanent gates can be “anchored” to a physical gateway; they then resist displacement or destruction at a bonus given by the gateway’s DR (see p. B558).

Duration: 1 minute.

Cost: 10 times the energy cost for the Plane Shift spell involved; same cost to maintain.

Time to Cast: 1 second per energy point.

Prerequisites: Control Gate, Plane Shift.

Jonbar Ritual (VH)

Regular

Cast on the Ashlar of a world, it opens a channel for that world’s unharvested mana to flow to the Ashlar’s replica. (The crystalline filigree in the Crypt of Worlds distributes the mana further.) The harvest flows as long as both the Ashlar and the replica remain intact, and as long as the spell is not countered, broken, or dispelled at either end of the link.

The Jonbar Ritual must be cast ceremonially.

Duration: Permanent (but see description).

Cost: 20 times the energy for the relevant Plane Shift spell.

Time to Cast: 3 hours.

Prerequisites: Magery 3, Beacon, Create Gate.

Spells for Enchantment

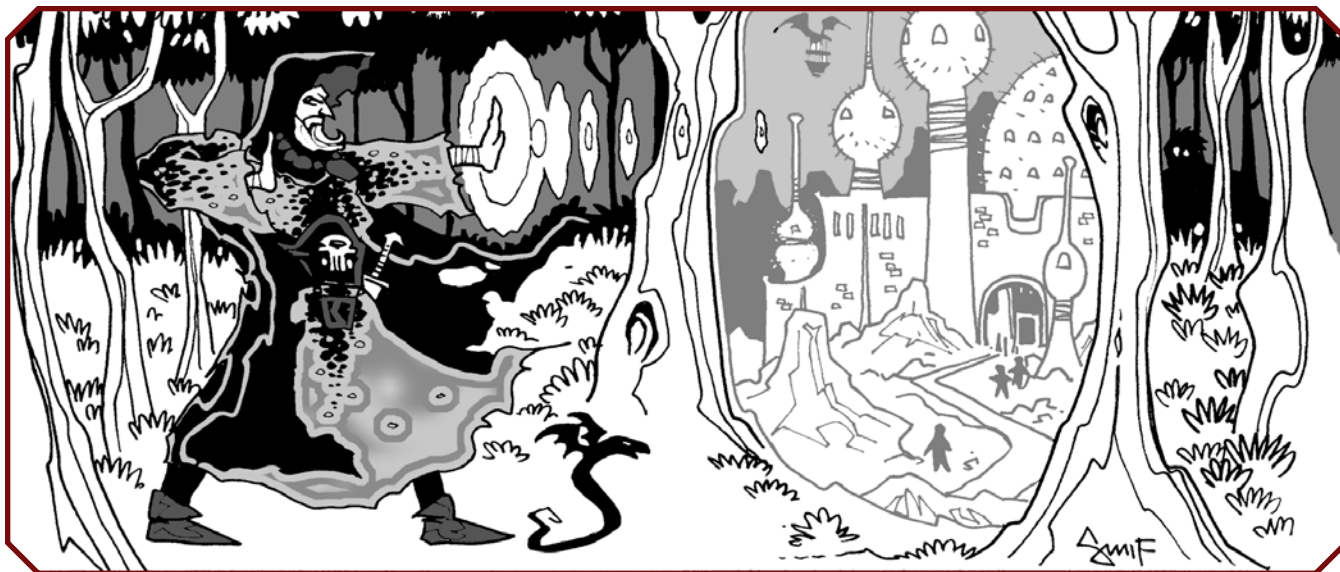
The following table gives information on the enchantments for the spells in this section. Format and abbreviations follow the table on p. B482.

Item classes include: A (armor or clothing), B (brush or pen), J (jewelry, such as a ring or amulet), S (staff), Sh (shield), and W (weapon).

Spell	Energy	Item	Notes
Beacon (area)	1,000	area	[1]
Beacon (item)	1,500	any	[1]
Control Gate	300	J, S, W	[4]
Create Gate	1,000	B, S, W	[4]
Create Gate (permanent)	2,000+	gate	[1]
Planar Visit	1,000	A, J, S	[2, 4]
Planar Visit (with ghost weapon)	2,000 per lb.	W	[2, 4]
Plane Shift	2,000+	any	[3]
Plane Shift Other	2,000+	J, S, W	[4]
Scry Gate	200	J, S, W	[3]
Scry Gate (permanent)	100	gate	[1]
Seek Gate	100	J, S	[3]

Notes:

- [1] Always on; works at all times without the addition of a Power spell.
- [2] Allows the user or wearer to cast the spell, but only on himself.
- [3] Allows the user to cast the spell exactly as if he knew it himself.
- [4] Mages only. If the item has any spells with this restriction, it extends to all spells on the item.



MAGIC ITEMS

CLAVIS MUNDI

The “key of the world,” the Clavis Mundi is a common Collegio magical item. It comes in two varieties: The Lesser Key (Clavis Mundi Minor) is simply a permanent, amplified Beacon for a world, which grants +2 to any Plane Shift attempt to the world it’s keyed to, rather than lowering energy costs. The Greater Key (Clavis Mundi Major) is an enchanted item granting Plane Shift-15 for a particular world. (In low-mana worlds, the user may have to wait for a full moon, cast the spell on Halloween night, or find a ley nexus or other higher-mana spot. This should be inconvenient, and even dangerous, but not impossible.)

MAPPAMONDI

In the library of the Janiculum there is a Mappamondi, a world map for each world known to the Collegio. These maps have been enchanted such that all Seeker, Trace, etc. spells cast using them to find something in the world they depict are at no distance penalties. This does not hold true for Ashlars not yet discovered by the Collegio.

LABYRINTHUS MUNDORUM

In one of the basements of the Janiculum, an early Archmage of the Order built a great labyrinth to contain stable sigil-gates for each world the Collegio would discover. Instead of wasting their time learning tens or hundreds of separate Plane Shift spells (each complete with its own nearly useless Planar Summons), the Archmage had his students use this construction to travel. The Labyrinthus Mundorum, the Labyrinth

of Worlds, still has all those gates, but the high level of magical energies passing through it has altered it somewhat. By now, the mere act of casting the Jonbar Ritual causes a new gate to open in the labyrinth’s depths. The passages keep changing and altering when nobody is walking them, and the gates often “hiccup” and spit out monsters, clouds of fog, or other dubious things to wander the twisty passages. Some magi speculate that the Labyrinth may be alive and growing, or even sentient!

Although walking the Labyrinth in search of the correct sigil-gate can be frustrating, it is still simpler than learning a new Plane Shift spell. The Archmage often sends parties of Collegio magi who have messed up some assignment down to the Labyrinth to clean it out.

CURRAGH OF BRAN

Some Collegio scholars believe that the god Bran, whose sacred emblem is a multifaced head, was an avatar of Janus. Bran sailed to the Otherworld in a skin curragh made of the hides of unknown magical beasts; the sail is woven of fleece from the sheep of Tir Na Og. (By an interesting coincidence, Janus invented the first ship.) The Curragh only works in salt water. Once it passes out of sight of land, it can steer to any world the navigator has read about or seen (with successful IQ and Navigation rolls, that is). It requires a Sailboat skill to operate.

Some magi wish to use a substantial portion of the Collegio’s resources to build a fleet of ships that can sail between worlds. For now, that project would be too costly, but if an expedition to another world brought back a windfall (either financial or magical), they might be able to win approval for it.

TL Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	DR	Range	Loc.	Draft
SAILBOAT/TL2												
2 Curragh of Bran	30	+2/2	12f	0.6	1 ton	0.85 tons	+3	3+4	6	–	M	3

CHAPTER TWO

ORDER OF

ST. EUSTATHIUS

The Collegio is not alone on the roads between the worlds. It is opposed at every turn by a militant order of knights, the Order of Saint Eustathius, who recoil in pious horror at the thought of pagan sorcerers conspiring to drain the souls from innocent victims on other worlds. The Order is a typical Order Militant, sworn to a vow of chivalric and ascetic conduct, and using its loot, and the pledges of devout lords, to maintain its castles and the training of its elite belted knights. It has approximately 140 full knights, with 300-500 squires, sergeants, and armsmen of other ranks. Its castles are mostly concentrated in its home province, but it has one or two keeps on the major pilgrimage routes to the East, and it has chapterhouses in the important kingdoms of the West maintained by lay brothers and Knights too old or crippled for active service. It gets along well with the other Orders; it's too small and dedicated to be a threat to any of them. The Knights of St. Eustathius work particularly well with the Templars, who have plenty of experience

fighting paynim sorceries. (In some worlds, they may have subordinated themselves to the Templars as an Order-within-the-Order. In a few worlds, the Knights of St. Eustathius may *be* the Templars, or a secret commandery within them.)

This closeness has led to the occasional arched eyebrow or even hint of sorcery within the Order itself. Such accusations often center on the miraculous horses of the Knights. Far more intelligent than other steeds, these horses descend from the horses in the Hunt of Herlechine, the Wild Hunt that St. Eustathius leads across the sky in pursuit of the sinful dead. (Some, impelled no doubt by jealousy or superstition, identify the Wild Huntsman as Woden or the Devil, but the Knights know differently.) In a miraculous vision, St. Eustathius granted two of his horses to Sir Allister Parc de Camp, the first Grand Master of the Order. From their seed came horses that could gallop between the worlds, carrying Knights good and true to save the souls of the innocent for St. Eustathius.

SAVING WORLDS

When the Knights arrive in another world, they, too, must find its Ashlar. If the sorcerers of Janus guard it, there will be a mighty combat, even if it must be a subtle one in the shadows, to avoid alerting that world's guardians. If it is unguarded, so much the better. The Knights must then touch the Ashlar to a finger-bone of St. Eustathius (a large supply of which remain in the Great Reliquary back at the Order's main castle), and consecrate the Ashlar to St. Eustathius in a solemn Mass. The Mass takes 3 hours and consumes \$10,000 worth of sacred incense. A celebrant with Clerical Investment and True Faith, who must succeed at a Religious Ritual (Mass of St. Eustathius) roll, must perform it. Upon the completion of the Mass, any other rituals tying the Ashlar to another world (such as the Jonbar Ritual) are broken, and that world has been saved in the name of St. Eustathius.

St. Eustathius rewards the faithful, providing each of his Knights with five character points' worth of miraculous powers for each world they have saved. These do not count against any campaign limits. They can be used for any advantage ("By the blessing of St. Eustathius, I can fly!"), trait ("St. Eustathius, give me strength"), or skill ("St. Eustathius, guide my sword!") or to remove a disadvantage ("My eye has been miraculously healed!"). Alternatively, they can be saved up in the hopes that the salvation of future worlds will allow even greater miracles. However, if the world is lost, those points – and the power they

grant – is also lost. Unlike the Collegio, St. Eustathius does not accept trade-ins. If the Order had saved four worlds, allowing a Knight the miracle of Clinging, but loses one of them to the Collegio, the Knight does not get to spend the 15 remaining points on a different advantage. He must either take a limitation on Clinging, or lose the gift until the Order saves another world.

The Collegio, of course, has no patience for any balderdash about "St. Eustathius." They believe that the Knights serve some other god or demon jealous of Janus' powers, perhaps Cernunnos, the stag-god of the ancient Celts (given the Order's stag emblem), or Furfur, an Earl of Hell who takes the shape of a winged stag at times. Some Collegio scholars have suggested that the Knights may serve Diana, who they believe to be Janus' anima, his female shadow and lover, and that Diana and Janus are engaged in some bizarre cosmic quarrel using both factions as pawns. This sort of talk, of course, the Knights know to be rankest heresy, for St. Eustathius could never lead true knights astray.

*St. Eustathius is also known as
St. Eustachius and as St. Eustace.*

ST. EUSTATHIUS OF ROME

According to pious legend, Eustathius was once a Roman general named Placidus. While out hunting, he came upon a white stag bearing the cross between its antlers. It led him to another country, where he was granted a vision of his own martyrdom; he converted on the spot. Upon his return, the pagan emperor stripped Placidus (now called Eustathius) of his property, and he miraculously fled across the Rhine with

his family on his back. The emperor later recalled him to defeat an invasion and then had him thrown to the lions. When the great beasts fawned over him and licked his hands, the emperor burned Eustathius alive in a bronze bull.

His symbols are the stag and the bull. Huntsmen, trappers, and firefighters invoke him as their patron saint. His feast day is September 20.

CHARACTER TEMPLATES

KNIGHT OF ST. EUSTATHIUS

110 points

The GM may want to grant Knights parity with whatever the “average” Collegio magus point level winds up being. The Status of knights may also vary with the campaign world. In campaigns where the Knight's horse is an NPC, he must take it as an Ally (100%, constantly) [20].

Attributes: ST 12 [20]; DX 12 [40]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 12 [0]; Will 12 [10]; Per 10 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Combat Reflexes [15]; Fit [5]; Signature Gear (Weapons and armor) 10 [10]; Special Rapport (Mount) [5]; *and* Status 1 [5]; • 15 points chosen from among Acute Senses [2/level], Charisma [5/level], Danger Sense [15], Fearlessness [2/level], Hard to Kill [2/level], High Pain Threshold [10], Higher Purpose [5], or increasing Fit [5] to Very Fit [15].

Disadvantages: Code of Honor (Chivalry) [-15]; Duty (The Order, 15 or less; Very Hazardous) [-20]; *and* Vow (Poverty) [-10]; • -25 points chosen from among Bloodlust [-10*], Callous [-5], Compulsive Behavior (Carousing *or* Generosity) [-5*], Disciplines of Faith (Monasticism) [-10], Fanaticism (The Order) [-15], Honesty [-10*], Intolerance (Commoners *or* Unbelievers) [-5], Overconfidence [-5*], Selfless [-5*], Sense of Duty (Vassals) [-5] *or* Sense of Duty (The Weak) [-10], or Stubbornness [-5].

Primary Skills: Lance (A) DX+1 [4]-13; Riding (Equines) (A) DX+2 [8]-14; *and* Shield (any) (E) DX+1 [2]-13.

Secondary Skills: Armoury/TL3 (Melee Weapons) (A) IQ+1 [4]-11; Axe/Mace *or* Broadsword, both (A) DX [2]-12; *and* Savoir-Faire (High Society) (E) IQ+1 [2]-11.

Background Skills: Heraldry (A) IQ [2]-10; Leadership (A) IQ [2]-10; Religious Ritual (Consecrate) (H) IQ [4]-10; *and* Tracking (A) Per [2]-10; • *Three* of Brawling *or* Jumping, both (E) DX [1]-12; Dancing (A) DX-1 [1]-10; Games (Tournament Rules) (E) IQ [1]-10; Falconry (A) IQ-1 [1]-9; Tactics (H) IQ-2 [1]-8; *or* Carousing *or* Singing, both (E) HT [1]-12.

* Multiplied for self-control number; see p. B120.

HERLECHINE HORSE

130 points

This is a mount of the Order of St. Eustathius. Horses of the Order can always communicate with their riders, and they can

usually speak with others in the Order as well as with common horses. The unearthly breeding of the Horses of Herlechine comes out in some of the potential supernatural advantages; the GM may wish to allow even weirder ones (winged flight, for example) in a higher-fantasy campaign. A Knight-mount pairing might be fun for some player teams, if they can handle one PC being subordinate to another.

Attributes: ST 24 (Size, -10%; No Fine Manipulators, -40%) [70]; DX 10 (No Fine Manipulators, -40%) [0]; IQ 6 [-80]; HT 12 [20].

Secondary Characteristics: Damage 2d+1; BL 115 lbs.; HP 24 [0]; Will 11 [25]; Per 12 [30]; FP 12 [0]; Basic Speed 5.50 [0]; Basic Move 7 [10].

Advantages: Combat Reflexes [15]; Enhanced Move 1 (Ground Speed 14) [20]; Fit [5]; Hooves [3]; Jumper (World) (Extra Carrying Capacity (Medium), +20%; Accessibility (Only during full moon), -40%, Magical, -10%, Special Movement (full gallop), -20%; -50%) [45]; Mindlink (1 rider; Magical, -10%) [5]; Peripheral Vision [15]; Speak with Animals (Horses, -80%) [5]; Special Rapport (Rider) [5]; *and* Telesend (Magical, -10%, Only on knights *or* horses of Order of St. Eustathius, -50%; 60%) [12]; • 20 points from among Absolute Direction [5], Acute Hearing *or* Smell/Taste [2/level], Appearance [4 to 16], Catfall [10], Danger Sense [15], Daredevil [15], Hard to Kill [2/level], High Pain Threshold [10], Night Vision [1/level], Perfect Balance [15], Rapid Healing [5], See Invisible (Spirits) [15], Super Jump [10/level], or increasing Fit [5] to Very Fit [15].

Disadvantages: Bad Temper [-10*]; Colorblindness [-10]; Domestic Animal [-30]; Duty (Order of St. Eustathius, 15 or less; Very Hazardous) [-20]; Quadruped [-35]; *and* Weak Bite [-2]; • -20 points from among Bloodlust [-10*], Frightens Animals [-10], Gluttony [-5*], Lecherousness [-15*], Lunacy [-10], On the Edge [-15*], Overconfidence [-5*], Stubbornness [-5], *or* Weirdness Magnet [-15].

Primary Skills: Acrobatics (H) DX-1 [2]-9; Brawling (E) DX+2 [4]-12; Hiking (A) HT [2]-12; Jumping (E) DX+1 [2]-11; *and* Mount (A) DX+3 [12]-13.

Secondary Skills: Area Knowledge (province) (E) IQ+4 [12]-10 *and* Survival (Woodland) (A) Per [2]-12.

Background Skills: Stealth (A) DX+1 [4]-11 *and* Swimming (E) HT+1 [2]-13.

Features: SM +1 (3 hexes).

* Multiplied for self-control number; see p. B120.

CHAPTER THREE

CAMPAIGN

ASSUMPTIONS

PARAMETERS

Scale: This is an epic-scale setting, perhaps even dealing with the fate of worlds. If the GM has enough ideas for “standard” medieval fantasy crossworld games, of course, the scale can be reduced as needed.

Scope: The Collegio and Order act on a fairly narrow scope, bounded by each other’s maneuvers. The GM may want to introduce other considerations from the home Earth or other Earths to keep things boiling and leave things open for other major players; the fantasy setting can support more powerful distractions in the characters’ home base than many others.

Boundaries: The Game Master should restrict the campaign to just a few worldlines, if only to avoid the “travelogue” syndrome and to allow the players to more fully engage with the milieu. However, the setting will support potentially infinite boundaries – in space, at least. The default supernatural force in this setting is magic.

PARAPHYSICS

Crossworld travel only; no time travel. The GM may want to introduce nexus portals, dimensional highways (especially faerie trods and ley lines), and so forth, but probably should do so routinely only to bring in some other crossworld faction.

CHARACTERS

Power Level: Any, from standard “heroic” characters (130-150 points) up to the highest of high-fantasy warriors and wizards.

Niche: The default PCs are either magi of the Collegio or knights of the Order.

Freedom: Magi of the Collegio have more freedom than knights of the Order, not being under knightly discipline and

having (in the default setting, anyway) the luxury of playing offense. However, the standard assumptions of fantasy games certainly support almost any degree of freedom with which the players and GM feel comfortable, although various Vows and Codes of Honor may need to be adjusted.

Edges: Magic is the edge of the Collegio; martial prowess (and, perhaps, sanctity) is the edge of the Order. Both seek to maintain their monopoly on crossworld travel, of course.

GENRE AND MODE

This is a fantasy setting, which can be played in any fantasy mode. The GM should decide on a campaign approach early on. Two particularly apt modes for this setting are “high fantasy,” the style of Clark Ashton Smith and the other masters of *Weird Tales*, and “hard fantasy,” the style of *Unknown Worlds* and its great contributors Frederic Brown, Fletcher Pratt, and L. Sprague de Camp.

In a high-fantasy game, other worlds are places of wonder and terror, with djinn and dragons, mile-high towers built of a single emerald, rocs that obscure the sun, and seas of blood. Everything is about feel, power, and spectacle; quests for Ashlars should be epic journeys (or montages of epic journeys) through astonishing vistas full of monsters and wizardry.

In a hard-fantasy game, other worlds are relatively logical, rule-bound places (much like the worlds in Chapter 4 of *Infinite Worlds*) with governments, religions, and other mundane concerns. Even if there are djinn and rocs, their effects on the game world have logical heft and consistency to them. In a really hard-fantasy game, true magic may be very scarce; most wands of fireballs are TL9 plasma rifles, the dragons are allosaurs, and the flying carpets are nanowoven antigravity devices.

*Why, then the world’s mine oyster,
Which I with sword shall open.*

– William Shakespeare,
The Merry Wives of Windsor

INDEX

Ashlars, 4-5; *samples*, 5.
Beacon spell, 7.
Campaign assumptions, 12.
Character templates, 6, 11.
Claiming worlds for St. Eustathius, 10.
Clavis Mundi, 9.
College of Janus, 4-9; *headquarters*, 6.
Collegio Januari, 4-9; *headquarters*, 6.
Collegio magus template, 6.
Control Gate spell, 8.
Create Gate spell, 8.
Curragh of Bran, 9.

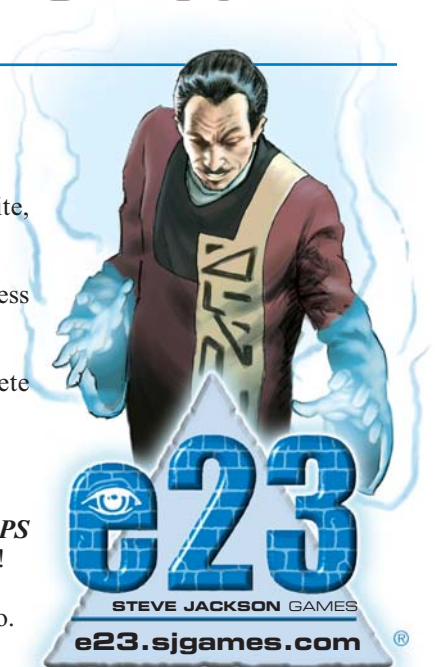
GURPS Alternate Earths 2, 5; *Autoduel*, 5; *Infinite Worlds*, 4-7, 12; *Infinite Worlds: Lost Worlds*, 5; *WWII: Weird War II*, 5.
Harvesting mana, 4-5, 8.
Herlechine horses, 10-11; *template*, 11.
Janiculum, 6.
Janus, 5.
Jonbar Ritual, 8.
Knights of St. Eustathius, 10-11; *template*, 11.
Labyrinthus Mundorum, 9.

Magic items, 9.
Mappamondi, 9.
Order of St. Eustathius, 10-11.
Planar Visit spell, 7.
Plane Shift Other spell, 7.
Saving worlds, 10.
Scry Gate spell, 8.
Seek Gate spell, 7-8.
Spells for enchantment, 8.
Spells of Janus, 7-8.
St. Eustathius of Rome, 10, 11.
Using in a historical fantasy setting, 3.

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