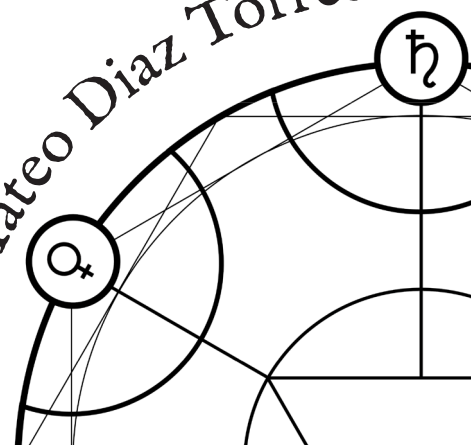


A MOST THOROUGHLY PERNICIOUS PAMPHLET

By Mateo Diaz Torres



INTRODUCTION

WHAT IS PERNICIOUS ALBION?

It's a setting for old school fantasy role-playing games, based off of my home Dungeons & Dragons campaigns for the last few years. It's all insane angel conspiracies, occult aristocracy, revenant Romans, tennis with vampires, evil couture, *Ars Goetia*, royal spawning pits, realpolitik, light homoeroticism, and lakes of human teeth. Eventually, it will be a whole book, but the document in your hands is the first section of it, all the rules I use when one of my players needs to make a new Albion character.

WHAT CAN I USE THIS FOR?

My goal for this zine was to compress as much information about the setting into the actual act of generating a character. You could, without a great deal of effort, extrapolate from the information presented in these seventeen pages to make an Albion campaign of your own. You could also just lift ideas for your current games—the warlock and vampire classes could fit neatly into any campaign, and even if you don't like those, the warlock's patrons work as regular NPCs and even come with mission generators. There's also mechanics for tarot cards and occult books. There's a great deal of excellent art as well, so if you just like pretty pictures, this zine is for you.

WHO ARE YOU?

My name is Mateo Diaz Torres, and I write about games. If you want, you can find my blog at <http://gloomtrain.blogspot.com>, where I post monsters, spells, adventures, and character classes a couple times a month.

And yes, I know it's supposed to be “perfidious”. This Albion's supposed to be even worse than that.

WHERE DID YOU GET THESE AWFUL IDEAS?

My Appendix N (so to speak, considering this is on the first page) is, in no particular order:

- *Jonathan Strange & Mr. Norrell*, Susanna Clarke
- *Pride and Prejudice*, Jane Austen
- *Inferno*, Dante Alighieri
- *Blackadder the Third*
- *Oliver Twist*, Charles Dickens
- *Preludes and Nocturnes*, Neil Gaiman
- *A Study in Emerald*, Neil Gaiman
- *The City of Saints and Madmen*, Jeff VanderMeer
- *The Etched City*, K.J. Bishop
- *Dracula*, Bram Stoker
- *A Midsummer Night's Dream*, William Shakespeare
- *The Amulet of Samarkand*, Jonathan Stroud

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CLERICS

Albion is a cradle of the profane and a harbor for blasphemy, and so most clerics there came from abroad. The English who do become clerics most frequently take up the mantle of Queen Agorath, Albion's monstrous patron goddess.

QUEEN AGORATH

Agorath is an incomprehensible, divine behemoth that resides in the hadopelagic void beneath Creation. She is also the queen of Albion. All memory and record of her ascent to the throne have vanished, and inquirers into that particular subject have died in sufficiently discomfiting numbers that more or less everyone has stopped trying to figure it out. By all mortal measures, the Queen is quite insane, but despite some fits of psychotic pique every few centuries, she does a rather passable job of keeping the country running, and her mortal Council can be counted on to attend to the details that slip her royal mind.

ROYAL CLERICS OF AGORATH

Queen Agorath is the goddess of black magic and bodily transformation. Her Royal Clerics can only cast the reversed version of reversible spells and cannot Turn Undead, but can change their own shape. When a Royal Cleric eats a creature's heart and succeeds a saving throw vs Magic, she permanently gains the ability to transform into that creature once per day for a number of turns equal to her level, gaining all its powers and abilities for that time. The Cleric receives a +1 bonus to her saving throw for every ritually significant step she takes while eating the heart. The Queen's occult sensibilities tend towards the perversely elegant and darkly sumptuous. Eating a heart off of a silver plate, consuming the heart in the form of exquisite confectionery, and being fed the heart by silent and finely dressed servants would each provide a +1 bonus to the save, for example.

MAGICIANS

All magicians in Albion know a cantrip, a petty act of magic they can perform at will. Any Level 1 magician and non-magicians with an Intelligence of 15 or higher pick one of the following.

CANTRIPS

AMAIMON'S CONJURATION

The magician can create a single piece of food or drink, such as a Turkish delight, piece of fruit, or glass of wine. It is exquisitely delicious and provides no nourishment whatsoever. If not eaten within 1 turn, it dissolves into black smoke.

BELIAL'S BREATH

When the magician breathes into somebody's ear, she can control what dreams they have the following night. No matter how unpleasant the dreams, this cannot prevent the victim from getting a full night's rest on its own, but it can affect their mood.

INVOCATION OF BUER

When the magician drags her forefinger along a rough surface and says the name of Buer, her fingertip combusts like a giant phosphorus match. It burns until the magician chooses to extinguish it and does not hurt her in any way.

SEAL OF ASMODAY

The magician can perform a minor, short range hex by tracing a five pointed star in the air with her forefinger. These hexes can be severing a rope, shattering a pane of glass, spoiling a piece of food, or some other small act of malice.

SIGN OF OSE

The magician can insert a thought into a nearby person's mind by forming the sign of horns in their direction. The thought must be short enough to be said with a single breath. The victim of this magic may not make a save, but is under no compunction to act on the thought in any way—they simply believe it to be their own idea.



THE WARLOCK

Albion crawls with failed divinity: fallen angels, dethroned fairy queens, rogue incubi, all the exiles and rejects of Faerie and the Hereafter. While most look upon these beings as gods or demons, to be feared or adored, warlocks are those cunning or foolish individuals who instead see opportunity. Eschewing the hard study of magicians and the enlightenment of clerics, warlocks rely on their talent as rhetors to broker deals with these beings. All power they gain is through trade, and so they must constantly perform services or find payments for their patrons. This struggle often pushes warlocks into the ranks of Albion's freelancers and mercenaries.

ABILITIES

Warlocks have the same hit points, attack bonuses, saving throws, and experience progression as clerics.

SEALS AND SIGNS

Warlocks cannot cast spells under their own power; instead, they form contracts with spirits and bargain for magical services. To form a contract with a spirit, a warlock must first find it (in a dungeon or a shrine or by means of a ritual) and convince it that a pact would be useful. Traditionally, warlocks provide a gift or perform a service to demonstrate their ability and good will. Once a warlock has formed a contract with a spirit, they gain the ability to summon it with a ritual, which takes 1 turn to complete. They then must convince the spirit to perform a service through a role-played conversation. The Referee can make a reaction roll to randomly determine the spirit's disposition when summoned; the Spirit Reaction table provided gives Referees guidelines to determine how the spirit behaves.

SIGNATORY SPIRITS

Warlocks begin play contracted to a single spirit, chosen from the following three. If they wish to form more contracts, they must find additional spirits. All spirits are described in more detail in the following section.

OLD QUEEN MAB

The old, cold queen-in-exile, who once ruled all of the fairies of Albion. Hers are the powers of illusion and malediction.

WATCHER PENEMUE

An insane fallen angel who claims to be recreating Paradise. It draws its strengths from forbidden knowledge and stolen miracles.

THE INCUBUS ROSIER

An incubus who has retired from the affairs of Hell and came to Albion to amuse himself until the End of Days. His magic holds sway over rage and desire.

SPIRIT REACTION

+1 for requests that amuse or aggrandize	
-1 for every incomplete <i>Quest</i>	
2d6	The spirit...
2	curses the warlock and demands a <i>Quest</i>
3-5	curses the warlock
6-8	ignores the warlock
9-11	is willing to grant the favor in return for a <i>Quest</i>
12	performs the favor with no expectation of payment



OLD QUEEN MAB

Fairy of Malediction

The sometime Queen of Faerie, she has turned all her magic and strength to revenge against the King of Roses Red and his servants, who stole her crown and throne. Queen Mab is keenly aware of pomp and protocol, and expects the respect due her true station. She approves of airs and graces and courtly manner. Warlocks enjoy a +1 bonus to the resulting reaction roll when they call on her power in metered verse.

LEVEL I

As the Queen's Dogsboddy, the warlock may call upon her power for the following purposes:

- conjunction of petty illusions
- creation of small items of luxury
- curse of pain and bloodletting

LEVEL III

As the Queen's Fool, the warlock may also call upon her power for the following purposes:

- conjunction of greater illusions
- ineluctable enforcement of oaths
- curse of impalement and entrapment

LEVEL V

As the Queen's Chatelaine, the warlock may also call upon her power for the following purposes:

- conjunction of grand illusions
- summoning of fetches
- curse of forgetfulness and pestilence

LEVEL VII

As the Queen's Herald, the warlock may also call upon her power for the following purposes:

- assumption of noble title
- command of lesser fairies
- curse of slumber and metamorphosis

LEVEL IX

As the Queen's Envoy, the warlock may also call upon her power for the following purposes:

- conjunction of gates between worlds
- raising of buildings and monuments
- curse of bloodlines and the earth itself

THE QUEEN'S PRICE

Use the following tables to determine what the Queen wants when she calls for a *Quest*.

GOALS

1. Acquire allies and vassals
2. Aid the wronged in their revenge
3. Chase her current whim.
4. Tear down the Kingdom of Faerie

METHODS

- | | |
|--------------------|---------------------|
| 1. Ballroom Dances | 11. Imprisonment |
| 2. Castles | 12. Inheritance |
| 3. Curses | 13. Knights |
| 4. Crowns | 14. Metamorphosis |
| 5. Decrees | 15. Oaths of fealty |
| 6. Execution | 16. Servants |
| 7. Feasts | 17. Swords |
| 8. Playings | 18. Thorns |
| 9. Hounds | 19. Treaties |
| 10. Hunts | 20. Vengeance |

CURRENT WHIM

- | | |
|------------------------|----------------------------------|
| 1. Attend a wedding | 9. Play chess with a grandmaster |
| 2. Dine with a peasant | 10. Play polo with nobility |
| 3. Drive a noble mad | 11. Possess Shakespeare's skull |
| 4. Eat a Fabergé egg | 12. Wear the crown jewels |
| 5. Enjoy a fine meal | |
| 6. Get a new gown | |
| 7. Host a ball | |
| 8. Meet a vampire | |

HERALD

1. The fox Renard, in his peacock coat
2. Palimpsest Knight, ink upon his sword
3. The Man With A Clock For A Face
4. Red Madama, upon a cloud of butterflies
5. The wyrm Orvaud, wrapped in chains
6. The great stag Herne, who stares with bloody eyes

*O ancient fairy of malediction,
old when the heath
lay under the sea,
who taught cold to the winter
and want to the wolves,
teach too mine enemies
the fear of Queen Mab.*



WATCHER PENEMUE

Fallen Angel of Madness and Secrets

Banished from Heaven for giving mankind the art of writing before the divinely appointed time, Penemue pursues the end of suffering through a Byzantine and sinister Project. It conceals its messages to the warlock in nearby text, twisting the words of graffiti, letters, and even ancient inscriptions. Warlocks enjoy a +1 bonus to the resulting reaction roll when they call on Penemue's power in properly posted letter.

LEVEL I

As Penemue's Operative, the warlock may call upon its power for the following purposes:

- inscription and minor manipulation of text
- translation of common tongues
- the conjuration of light

LEVEL III

As Penemue's Agent, the warlock may also call upon its power for the following purposes:

- destruction of memory
- translation of animal languages
- revelation of hidden objects

LEVEL V

As Penemue's Emmissary, the warlock may also call upon its power for the following purposes:

- inscription and greater manipulation of text
- translation of speech of lifeless things
- perception of thought and memory

LEVEL VII

As Penemue's Prophet, the warlock may call also upon its power for the following purposes:

- discerning the future and past
- summoning fields of Endless Day
- banishment of illusion and deception

LEVEL IX

As Penemue's Hierophant, the warlock may call upon its power for the following purposes:

- unravelling magic of all kinds
- manipulating circumstance and coincidence
- answering a yes-or-no question

WATCHER'S PRICE

Use the following tables to determine what Penemue wants when it calls for a *Quest*.

GOAL

1. Destroy evidence of its own existence
2. Ensure that the Project comes to fruition
3. Punish the wicked
4. Pursue its current Mania

METHOD

- | | |
|------------------|------------------------------------|
| 1. Assassination | 12. Gaslighting |
| 2. Burglary | 13. Impersonation |
| 3. Censorship | 14. Kidnapping |
| 4. Coincidence | 15. Madness |
| 5. Conspiracy | 16. Poison |
| 6. Cryptography | 17. Rituals involving the number 7 |
| 7. Disguise | 18. Sabotage |
| 8. Espionage | 19. Surveillance |
| 9. Explosives | 20. Prophecy |
| 10. Extortion | |
| 11. False flags | |

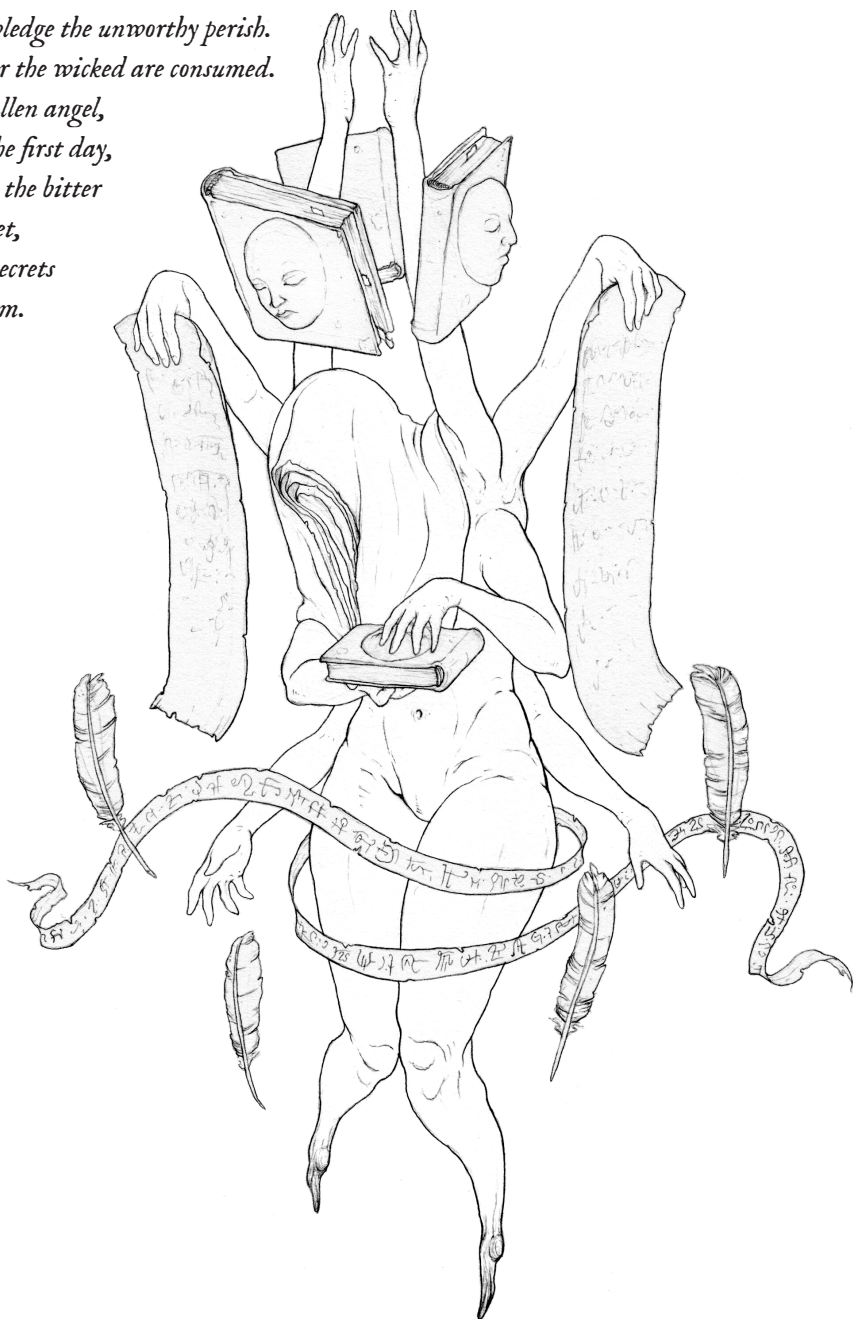
CURRENT MANIA

- | | |
|-------------------|-----------------|
| 1. Absinthe | 7. Lace |
| 2. Barbers | 8. Rivets |
| 3. Chartreuse | 9. Serpents |
| 4. Damascus steel | 10. Silver pins |
| 5. Dogs | 11. Tea |
| 6. Ink | 12. Teeth |

MEDIA

- | | |
|----------------------------------|---------------------------------|
| 1. Broadside | 7. Message spelled out in grime |
| 2. Defaced daguerreotype | 8. Political cartoon |
| 3. Editorial page | 9. Pornographic chapbook |
| 4. Graffiti | 10. Scrimshaw skull |
| 5. Love letter | 11. Sheet music |
| 6. Marginalia in a book of poems | 12. Tattooed corpse |

*By thy knowledge the unworthy perish.
By thy power the wicked are consumed.
Penemue, fallen angel,
witness to the first day,
reveal to me the bitter
and the sweet,
and all the secrets
of thy wisdom.*



THE INCUBUS ROSIER

Demon of Lust and Loathing

In millenia past, Rosier grew weary of the business of damnation and defected from the Powers of Hell to seek refuge on Earth. Since, he has developed a warped and entirely non-Platonic affection for humanity. As a connoisseur of indecency and a gourmand of sin, Rosier treasures amusement. Warlocks who call on his power with clever flirtation enjoy a +1 bonus to the resulting reaction roll.

LEVEL I

As Rosier's Innocent, the warlock may call upon his power for the following purposes:

- inflation of anger and infatuation
- conjunction of weak poisons
- communication with serpents

LEVEL III

As Rosier's Glutton, the warlock may also call upon his power for the following purposes:

- inspiration of true obsession
- conjunction of powerful poisons
- deepening of appetite and desire

LEVEL V

As Rosier's Desideratum the warlock may also call upon his power for the following purposes:

- subjugation of will
- revelation of true intents and desires
- summoning of serpents

LEVEL VII

As Penemue's Inamorata, the warlock may call also upon its power for the following purposes:

- creation of compulsions and addictions
- transformation of bodily features
- assumption of serpent form

LEVEL IX

As Rosier's Consort, the warlock may also call upon his power for the following purposes:

- theft of souls
- power over the damned
- ignition and manipulation of flame

DEMON'S PRICE

Use the following tables to determine what Rosier wants when he calls for a *Quest*.

GOALS

1. Evade the forces of Hell
2. Inflame passions and cultivate desires
3. Pursue his current *PHILIA* or *INAMORATA*
4. Seduce the virtuous

METHODS

- | | |
|-----------------|------------------|
| 1. Adultery | 11. Marital aids |
| 2. Aphrodisiacs | 12. Murder |
| 3. Bondage | 13. Orgies |
| 4. Costumes | 14. Poison |
| 5. Diabolism | 15. Possession |
| 6. Drugs | 16. Riots |
| 7. Feasts | 17. Seduction |
| 8. Fêtes | 18. Serpents |
| 9. Fetishes | 19. Torture |
| 10. Infatuation | 20. Wagers |

CURRENT PHILIA

- | | |
|------------------|---------------|
| 1. Clothespins | 7. Horses |
| 2. Crème fraîche | 8. Knives |
| 3. Feathers | 9. Manacles |
| 4. Fur | 10. Molasses |
| 5. Gimlets | 11. Shepherds |
| 6. Hats | 12. Thespians |

INAMORATA

DISPOSITION

1. Cadaverous
2. Choleric
3. Consumptive
4. Leperous
5. Melancholy
6. Ruddy
7. Strapping
8. Submissive

VOCATION

1. Fairy-noble
2. Farmer
3. Haberdasher
4. Ingénue
5. Painter
6. Poet
7. Vagrant
8. Witch

*Rosier! Demon of rapture,
spirit of Love and Spite,
whisper in their ears,
turn their wisdom to folly.
Bring to these sinners
the pleasures of perdition*



THE VAMPIRE

Though the greatest among them claim noble lineage, by blood if not by birth, vampires are ultimately monsters—ageless creatures who use their talent for sorcery to consume the blood of the truly living. Even the people of Albion, famous for their casual disregard for the natural order, treat vampires with fear and hatred. Some vampires hide in the edges of civilization, preying on traveler, while others conceal their natures and become freelancers, never staying in one place long enough to reveal their true nature.

ABILITIES

Vampires have the same hit points, attack bonuses, saving throws, and experience progression as thieves.

LEVEL I

BARON OR BARONESS

Vampires do not age, nor do they need to eat food or drink. They do not suffer in extreme climate and cannot contract diseases.

While in the sun, vampires appear as their true age, their Strength and Constitution become 3, and they can use none of their supernatural talents. Also, vampires must sustain themselves on blood—if a vampire goes a full day without spending a turn consuming the blood of a living, sentient creature, it suffers as if it had gone all day without drinking.

LEVEL II

VISCOUNT OR VISCOUNTESS

When a vampire viscount feeds on a creature, it can attempt to *Charm* them. The victim must make a saving throw vs Magic; on a success, they are forever immune to future attempts. If they fail, they are *Charmed*, but become obsessive, withdrawn, and feverish and count as Chaotic for the purposes of magic.

LEVEL IV

COUNT OR COUNTESS

Upon becoming a count, a vampire must choose whether it wishes to gain the ability to transform into a bat or into a nightingale. In bat form, vampires retain their ability to drink blood. Vampires who can turn into nightingales retain their ability to transform in daylight, and are immune to the effects of the sun while in animal form.

LEVEL VI

MARQUESS OR MARCHIONESS

Vampire marquesses can spend a turn to create mundane objects from their own blood. Doing so inflicts damage equal to the item's cost in gold pieces. They can use the hit points of willing, restrained, or incapacitated creatures as well. Multiple creatures can be used, but each additional participant requires another turn of effort.

LEVEL VIII

DUKE OR DUCHESS

Vampire dukes are shadowy and insubstantial when it suits them. Treetops, thin ice, rotting floorboards, and other fragile surfaces support their weight, and they can squeeze through spaces as if they were child-sized. Vampire dukes can climb freely on any vertical surface without a check, though this ability does not work on consecrated structures like church walls.

LEVEL X

PRINCE OR PRINCESS

Upon reaching 0 or fewer hit points, a vampire prince does not die, and will resurrect after d6 turns unless dismembered, staked through the heart, incinerated, or blessed.



EQUIPMENT

CURRENCY

COPPER PENNY

A copper penny (p) is engraved with a spread, clawed hand on the obverse side and a stylized eye on the reverse. For purposes of experience, 100p is equal to 1 gp.

POUND STERLING

1 pound sterling (£) is worth 100 copper pence. The obverse side is engraved with Queen Agorath's hand lifting Excalibur from the waters, while the reverse bears the profile of her myriapodal Popess. For purposes of experience, £1 is equal to 1 gp.

GOLDEN CROWN

The seldom seen golden crown is worth 50 pounds sterling (£) and 500 copper pence (p). Its obverse side is engraved with the Seal of Agorath, which causes a sharp stabbing pain behind the eyes of those who look at it. The reverse side is polished to a perfect mirror sheen, and all reflections seen therein appear faintly monstrous. For purposes of experience, 1 gold crown is equal to 50 gp.

OBOL

Obols are the rarest of all currency. They cannot be exchanged for any other specie, and are the coins of choice for fairy queens, vampire lords, demigods, and other beings with no use for strictly mundane wealth. Obols allow for otherwise impossible transactions—souls, kingships, futures, dreams. These coins are tarnished to utter blackness and sit impossibly heavy in the hand.

ESOTERICA

CARBIDE LAMP

A chemical lantern that shines twice as bright as a torch, powered by carbide canisters. Each canister lasts as long as a flask of oil in an oil lantern.

GRIMOIRE

Books filled with riddles, aphorisms, parables, inscrutable diagrams, obscene marginalia, and a smattering of actual information. Only those with an Intelligence score of 15 or greater have the power of mind to understand a grimoire. A qualified reader of such a book has an x-in-6 chance of being able to determine the correct answer to a question pertaining to the grimoire's subject. Each grimoire has a different x-in-6 chance, but it never exceeds 5. Grimoires with broad subjects like Angelology or Botany can be easily purchased (£100 for a 1-in-6 grimoire, with an additional £20 for every additional +1-in-6 chance). More specific texts, such as biographies of greater fairies or monographs on particular dragons, can cost many hundreds or thousands of pounds sterling. The Referee makes grimoire rolls in secret, and on a failure, the research attempt yields deceiving, incomplete, or nonsensical results.

TAROT CARDS

Used to determine the future. Only those with a Wisdom score of 15 or greater have the oracular talent necessary to use tarot cards. A fortune teller who uses a pack of tarot cards has an x-in-6 chance of successfully performing a reading. Each pack of tarot cards has a different x-in-6 chance, but it never exceeds 5. Poorly drawn or vatically compromised tarot cards have a 1-in-6 chance of success and cost as little as £10, with an additional £20 for every +1-in-6 chance). A fortune teller who successfully performs a reading will receive a vague but accurate impression of what risks and rewards a particular course of action will bring. This prognostication cannot perceive farther into the future than the length of one adventure (or one week, if the Referee prefers less abstraction). A fortune teller who unsuccessfully performs a reading will receive a vague and completely incorrect vision of the future.

STYLE	LIGHT ARMOR	MEDIUM ARMOR	HEAVY ARMOR	SUPPLEMENTAL ARMOR
	Protects as leather Costs £15	Protects as chain Costs £30	Protects as plate Costs £100	Protects as shield Costs £10
FAIRY	girdle	filigree armor	gilt plate	shield
NOBLE	goetic scrawls*	bone china plate	ivory plate	mask
BRITONNIC	woad*	hides	coin armor	torc
SALVAGED	leather cuirass	Roman lamellar	lorica plumata	helm
NEW LONDONER	greatcoat	enamel plate	carapace plate	shako
*requires that the wearer be mostly naked. One application lasts for one adventure. Can be permanently tattooed for £150.				

STYLE	LIGHT WEAPON	MEDIUM WEAPON	HEAVY WEAPON
	Damages as dagger Costs £5	Damages as shortsword Costs £10	Damages as greatsword Requires 2 hands. Costs £100
FAIRY	misericorde	thistle club	sewing needle
NOBLE	press-on claws	rapier	longbow†
BRITONNIC	athame	athame	carbine‡
SALVAGED	pugio	gladius	axe
NEW LONDONER	straight razor	saber	claymore
*range as shortbow. 1p per arrow			
†range as longbow. 1p per arrow			
‡range twice longbow. Very loud. £1 per round.			

ESOTERICA

Carbide lamp	£50
fuel canister	£10
grimoire	£100+
manus magna	£2000
mumma	£100
sacrificial goat	£100
tarot cards	£10+
tintype camera	£100
tintype film (6)	£10

SERVICES

post, local	£1
municipal	£5
kingdom	£15
abroad	£25
hereafter	1 obol
Telegraph	£10
Train, per day	£20
private car	£50
abroad	£100
Hereafter	1 obol

MANUS MAGNA

The animate, severed hand of a giant, a throne mounted on its wrist. The vampires courts know the secret of the manufacture and will create them for a steep price. Manūs Magnae have the same statistics of a warhorse, but are utterly loyal to their riders and have armor as plate.

MUMMIA

Powdered mummy, imported from distant lands. Allows the consumer to make a saving throw to overcome a single curse or disease when swallowed.

SACRIFICIAL GOAT

Allows a character to retry the reaction roll for a single nearby supernatural creature by killing the goat in the creature's name.

TINTYPE CAMERA

Creates a photograph on a tintype sheet. Setting up the camera, taking a picture, and developing the film takes 1 turn and sufficient lighting.

SERVICES

POST

The services of the Queen's Mail are infallible and ineluctable. The actual mechanisms by which mail is delivered are a bit mysterious, though Postmen can be glimpsed at the edges of town from time to time, striding forth on too long legs, their black postal caps pulled low over their misshapen heads. Abroad mail service delivers to lands beyond Albion, including the Kingdom of Faerie and the Sunless Lands. Mail to the Hereafters allows correspondence with beings in Heaven and Hell.

TELEGRAPH

Delivers messages instantaneously, but only to residents of large cities. Telegraphed messages are notoriously easy to intercept and even modify.

TRAIN

Tickets abroad allow trips to lands beyond Albion, including the Kingdom of Faerie and the Sunless Lands. Tickets to the Hereafters allow journeys to Heaven and Hell, though the return trip is usually much more complicated.

WEAPONS AND ARMOR

In Albion, a weapon's style and make matter as much as its capacity to inflict harm. Wearing the right equipment in the right situation can endear and amuse, just as the wrong clothes can irritate and offend.

FAIRY

Fairies create their weapons and armor in a decorative, archaic style. Filigree, gold leaf (or gold paint), coats-of-arms, and heraldic beasts all figure heavily in fairy equipment.

NOBLE

Nobles commission in their weapons and armor to be as effective in the matters of the occult and the sartorial as much as the martial. A warrior outfitted in the latest noble fashions looks something like an Alexander McQueen gladiator-witch

BRITONNIC

While the pagan Britons certainly have been keeping up on metallurgical trends for the last few thousand years, they still forge their weapons in Bronze Age style. Horn, bronze, and crow feathers are common motifs

SALVAGED

Though the Romans have been gone for nearly a century, arms dealers do brisk business selling legionary gear peeled off of their corpses.

NEW LONDONER

Adventurers in New Londinium often find that the best way to gear up is to turn to the infallibly corrupt quartermasters of the Queen's Army, to the point that someone in military uniform is much more likely to be wearing "military surplus" than actually be a soldier.

LANGUAGES

All mortal natives of Albion know English, but there are several other less common languages adventurers are likely to encounter.

ARA GORASH

Language of Abomination

Spoken by the Outer Gods, by the Mi-Go, by Queen Agorath and all her spawn. Its script is written in concentric circles.

BRITONNIC

Old Tongue of Albion

Spoken by the Britons, by witches, and by the vagabonds of Albion. Its script is nearly forgotten, and often found on standing stones.

ELEGAIC

Language of the Greater Dead

Spoken by vampires, demons, and the tragically damned. Most grimoires, spellbooks, and scrolls are written in this language.

ENOCHIAN

Language of Angels

Spoken by the Grigori and their servants. Most prophecies, theologies, and cleric spell scrolls are written in this language.

FOL

Language of the Fairies

Spoken by fairies of every kind. Its written form is useless, because it changes its meaning each time it is read.

LAMENT

Language of the Lesser Dead

Spoken by common undead, the boringly damned, and the rebellious living. Most graffiti is in Lament.

MEW

Language of Cats

Spoken by cats and educated beasts. Mew is the prestige language of the animal world, but has no written script.

Coming soon...

A Illustrated, Pernicious Primer

detailing the locales, peoples, cities, factions, powers, and atrocities of the Kingdom of Albion, the Land of Elphame, and the those Sunless

Marches bordering Hell

including

THE GARDENS OF LAMBENCE

There is a garden where the flowers bloom forever, where nothing ever grows or dies, where everything waits in the quiet light of an eternal blue hour. These Gardens of Lambence are a cursed place, raised up from the wilderness by two beings of ancient and wicked power: the Evening Prince, who is both sorcerer and vampire, and the Countess of Broken-heart, who counts herself among the lords and ladies of Faerie. They have grown to hate each other in their immortality, but neither can raise a hand against the other; by the laws of the fairies and the laws of the dead, the Gardens belong equally to both.

