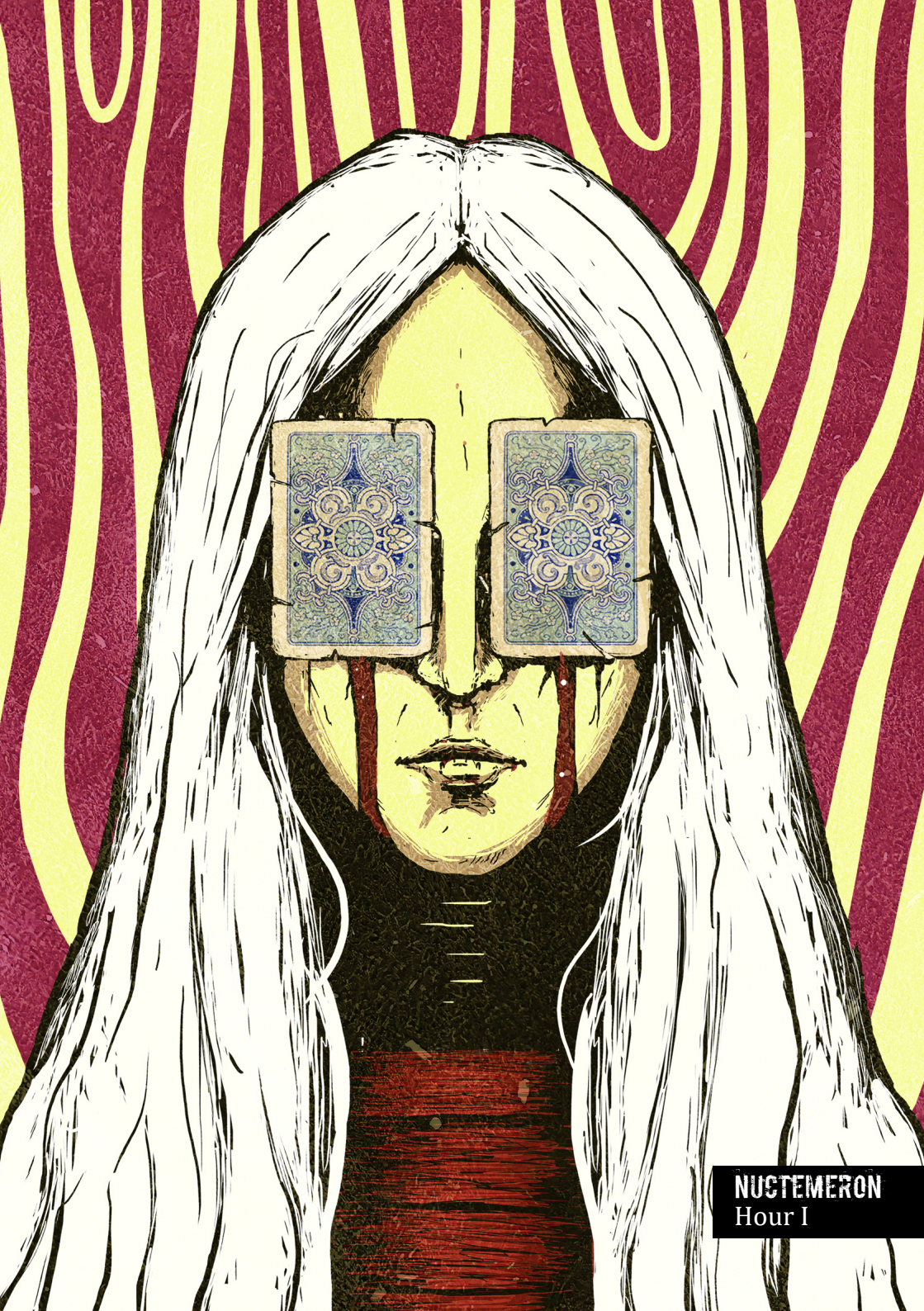
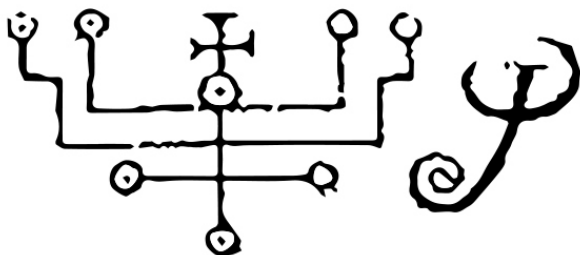




NUSTEMERON
Hour I

Horrific visions after being cast out of the Astral (D10)

- 1 Shadow people surround you, slowly cutting you open while you're unable to act
- 2 You are shown a vision of what seems to be a funeral. People you know and love are in attendance. Your name appears on the headstone, but you are unable to make out the date
- 3 You're in a pure white flat space, and the only thing you see is a humanoid shadow far away. You don't know if it's waving at you as a sign of welcome or if it is cursing you. Suddenly, a mysterious force drags you further from the shadow as you try to approach it and the lights get brighter and brighter, up to a point it's almost suffocating
- 4 You are falling, and at the same time you see yourself falling. Two masked figures, with abnormally elongated arms are dismantling you as you fall. You catch a glimpse of a blurred symbol in their robes
- 5 Your eyes slowly come into focus as you realize you are cut open on a table and surrounded by others. These people are reaching in and eating your insides while having pleasant conversation
- 6 Though you stand still, you move down a dim corridor. You sense presences around you, and then you begin to see the faces of everyone you have killed, one after another in slow succession. As you pass, they chant your sins with inexorable accuracy
- 7 You find yourself out in the woods sitting at a table as a guest in a strange feast. You feel as though you are in a dream as you look at bizarre otherworldly creatures, some beautiful and some horrifying. They laugh and dance around you
- 8 You are surrounded by impenetrable darkness, save for a single lit candle. You begin staring at the flame, focusing on the wick itself where you see yourself tied to a stake, the source of the flame
- 9 A dark void, surrounded by everyone you've ever loved. They stare accusingly as they slowly begin to burn. As the screams begin, you know it's your fault
- 10 A bright light warms your heart as you remember the face of a past lover; the light becomes stronger and starts to hurt, your skin itches and burns, your ex smirks



NUSTEMERON

The Official Seekers Beyond the Shroud zine



Hour I

Design & writing: Alex T.

Interior illustrations: WarlockLord

Cover Art: MossEye Design

Editing: Greenville Ltd.

This zine has been made possible thanks to the incredible support of my patrons. A million thanks!

Join the Order of the Black Oath on Patreon!

www.patreon.com/blackoathgames



Blackoath
Entertainment

www.blackoathgames.com
blackoathentertainment@gmail.com

OUTDOOR SITES

While many missions and other activities take place in closed locations, things are not always so simple and contained. Many times, a mission's goal will take an adept to the outside world, through fields, forests, or even the busy streets of a city. All these possible outdoor sites fall under the umbrella term of **Outdoor Site**. Currently, four of such Outdoor Sites are ready to be explored:

- **Graveyard.** From old to new, graveyards have always attracted dark creatures, or practitioners of the occult ready to perform forbidden magics.

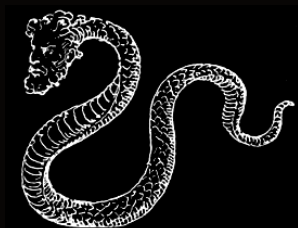
- **Forest.** Ancient things and creatures not wanting to be found hide in the ancient forest and jungles of the world.

- **Park.** A place for families during the day, parks take a more sinister turn when the sun goes down; from street gangs to hunting Ichorites, anything can happen in the large city parks most world capitals have.

- **Dark Alleys.** All streets in the world have neighborhoods and alleys that are best not visited. These are often chosen by occult forces and their agents to hide and pursue their agendas in the cover of the dark.

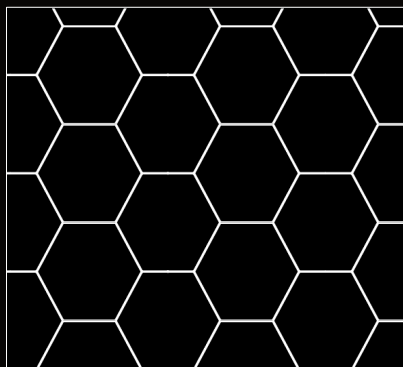
Mapping Outdoor Locations

Unlike traditional Sites, which are generally composed of rooms, Outdoor Sites use a standard hex grid map to represent the different points of interest in a loosen way. To determine how many places of interest there are in an Outdoor Site, roll a **D10+15** when you first

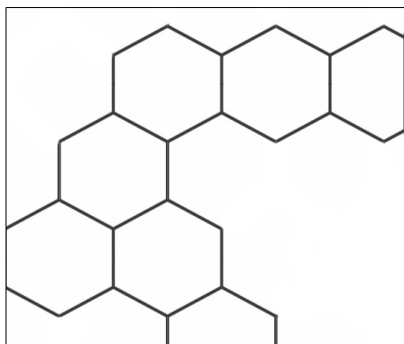


set out to explore it. The resulting number is how many hexes that particular Outdoor Site is made of, with each hex having the possibility of containing Encounters, Events, and Discoveries, as usual.

When mapping an Outdoor Site using hexes, remember to be logical about it. A park can easily be represented by hexes grouped together in a way that implies a larger, wider space, but if you're exploring the dark alleys of some city, it would make sense that the hexes are all lined, forming "streets".



A Park Outdoor Site layout example



A Dark Alley Outdoor Site layout example

As opposed to other Sites, Outdoor Sites always have a 50% chance of containing an Encounter, Event or Discovery in each hex. The difference is, there can only be one of each per hex. To determine which one, roll a **D6: 1-2 Encounter, 3-4 Event, 5-6 Discovery**. The simplest way to do this is to roll a D100 and a D6 simultaneously each time you enter a new hex; if the D100 roll is 50 or less, the D6 will determine exactly what you find.

New Random Site table

When randomly determining which Site you'll be heading to, use the following table instead of the one found in *Seekers Beyond the Shroud* page 58.

D10	RANDOM SITE
1	Abandoned Complex
2	Ancient Ruins
3	Dark Alleys
4	Forest
5	Graveyard
6	Residence
7	Museum
8	Park
9	Sect's Sanctuary
10	Sewers & City Tunnels

Selecting an Outdoor Site

If, for some reason, you need to randomly select an Outdoor Site, you may use this table:

D4	OUTDOOR SITE
1	Dark Alleys
2	Forest
3	Graveyard
4	Park



DARK ALLEYS

Encounters

When coming across an encounter in a Dark Alley, use the following table to determine which one it is.

D10	DARK ALLEY ENCOUNTERS
1-2	Street Tough
3	Guard
4	Hunter
5	Ichorite
6	Curator
7	Orisha Agent
8-9	Rogue Mage
10	Vessel

Events

D10	DARK ALLEY EVENTS
1	A feeling of Dread
2	Mugging
3	Psychic Resonance
4	Hunted
5	Vril Dead Zone
6	Suspicious Encounter
7	High Alert
8	Astral Disturbance
9	Fear Manifest
10	Partying Goons
11	Untreated Wounds
12	Open Manhole
13	Robbed
14	Rats!
15	Ambushed
16	Mystical Barrier
17	Fog
18	Lost
19	Cops
20	Strange Music

1 - A feeling of Dread

You feel as the shadows grow larger around you, and an undeniable feeling of dread swells within you.
Pass a WIL test or lose D10 Sanity.

2 - Mugging

You hear some muffled screams a few steps ahead; rushing to the source, you see a couple of figures violently robbing someone. Do you intervene?

If you attempt to pass by unnoticed, perform a Sneaking check and earn 5 Chaos points. If you fail, you are spotted and one of the robbers attacks you. Use the Street Tough stat block. If you confront the robbers, earn 5 Order points as one of the immediately attacks. After combat, the victim thanks you profusely, and you recover 5 Sanity. Alternatively, you may choose to rob them; earn 10 Chaos points and perform a STR test. If you pass, roll on the Valuables table. If you fail, the victim manages to run away.

3 - Psychic Resonance

Something's not right here...what starts as a buzzing in your ears quickly becomes a deafening pounding that shakes your very core.

Perform a WIL test. If you pass, recover 10 Sanity as you calm your mind. If you fail, lose D10 Sanity and 2 HP from the psychic assault.

4 - Hunted

Somehow, your enemies know you're here, and they're after you.

Perform a Sneaking test. If you pass it, you find a good hiding spot and avoid the danger. If you fail, roll on the Encounter table, as you've been spotted!



5 - Vril Dead Zone

The air in this area feels thick in your mouth and lungs. You fall to your knees, panting as if you have just run a marathon.

Lose D20 VP each time you enter this hex.

6 - Suspicious Encounter

You run into someone that seems somehow guilty and surprised to see you here. Are they hiding or planning something?

Create a profile for this NPC using the rules on *Seekers Beyond the Shroud*, page 140. You may attempt to talk to them, and if you pass a Persuasion test, they reveal some key information about your current mission (+1 clue for Search Missions). If you fail the test they get nervous; roll a D6: 1-4 they run away, 5-6 they attack. If you forgo negotiation and attack directly, roll for Initiative and gain 5 Chaos points.

7 - High Alert

For reasons unknown to you, everyone here's on high alert, as if they were expecting you or someone else.

Increase the Awareness of all enemies by 10 for as long as you stay in this Site.

8 - Astral Disturbance

Something's wrong with the way the Astral Planes interact with this area, making you doubt your very own identity.

Perform a WIL test; if you succeed increase your Knowledge of the Astral skill by 5. If you fail, your mind is somehow reset to a past version of yourself, causing you to lose 5 points in a skill of your choosing.

9 - Fear Manifest

A dark presence is patent in this street, the air is thick with the smell of terror, despite only you being able to recognize it. A god of fear and dread was summoned here, you can feel it in your bones!

Perform a WIL test. If you fail, permanently reduce your Sanity Maximum by D4.

10 - Partying Goons

For the looks of it, the gangers and other dangerous folks around here have decided to party hard, without a worry in the world.

For as long as you remain in this Site, all Street Toughs and Rogue Mages have -10 Awareness and -5 HP.

11 - Untreated Wounds

You have been careless and now your wounds are not looking good!

If you are not at full HP, your wounds are not healing properly and they could easily become infected. Reduce all healing received by 50% for the remainder of your time in this Site.

12 - Open Manhole

There's an uncovered manhole right in your path, will you see it in time, or will you fall inside?

Perform a Perception test; if you pass it you see the manhole before falling into it. If you fail, perform a DEX test; if you pass it you manage to avoid falling into it in the last second, thanks to a graceful lateral jump. If you fail, you fall inside the hole, badly twisting both your wrists while attempting to save your head from the worst of the fall. For the remainder of your time in this Site, you fight with -20 to all attack skills.



13 - Robbed

As you turn the corner, you are greeted by a pistol's barrel. "Hello, friend," says the person holding it, "What have you got there?"

Create an NPC (*Seekers Beyond the Shroud*, page 140) who is demanding that you give them an item in your possession. You may give them an item, attack them, or perform a Persuasion check to convince them you don't have anything of value. If you can't do any of the above, they attack.

14 - Rats!

As you move through a particularly filthy and ruined alley, you hear something unusual: a faint, strange, scratching and tapping, coming in your direction. Before you have time to react, you are surrounded by rats! Perform a STR test. If you pass, you manage to kick and stomp away the swarm around you. If you fail, you lose D4 HP from all the biting and scratching.

15 - Ambushed

Your enemies knew you would be here, and they have prepared for it. Striking from the shadows, you are surprised and forced to fight for your life.

Roll a Dark Alley Encounter and begin combat. You lose the Initiative for the Engagement turn, and you're forced into melee combat from the start.

16 - Mystical Barrier

An invisible force tries to stop your advance, bringing you to your knees with waves of potent nausea. Colors flash in your head, but somehow you manage to get back up.

Perform a WIL (-5) test to ignore the effects, or use a spell or artifact to dispel the barrier. If you fail, lose

5 Sanity and 10 SP, as you push through it at the expense of your very own essence.

17 - Fog

Out of nowhere, a fog bank surrounds you, enveloping you completely, to the point of not seeing anything beyond your arm's reach.

For the remainder of your time in this Site, you suffer a -20 to Perception, but all enemies have their Awareness reduced by 20 as well.

18 - Lost

The Astral planes seem to be somehow interfering with reality here, and your senses are confused by it. A past imprint of the area momentarily gains predominance, transporting you to a version of this area from a hundred years ago. You need to focus, or who knows where you'll end up?

Perform a WIL test. If you succeed, you focus your attention fully in your version of reality, pushing the Astral away. If you fail, your senses are overwhelmed and you wander about, utterly lost for a few moments. Add D4 Locations to this Site.

19 - Cops

Walking around dark alleys and sneaking about is apparently highly suspicious, because you're being stopped by the police, who immediately demand to know who you are and what you're doing here.

Perform a Persuasion test. If you succeed, you give them some satisfactory explanation and they leave, urging you to move along. If you fail, they consider you highly suspicious and immediately attempt to arrest you. If you resist the arrest, they will fight you; use

the Guard enemy profile, you face two of them. You gain 10 Chaos. If you comply, you gain 5 Order but are taken out of the Site, only to be released the next day after passing the night in the brig.

20 - Strange Music

At first, it's just a faint melody, something so subtle that you think you're just imagining it. But then, the sound becomes clearer, and you can hear a haunting melody, the sound echoing in the street. It's unlike any music you've ever heard before, and it has a strange, ethereal quality to it. What is that, and where is it coming from?

It quickly becomes evident that the music has no earthly origin, as the few people in the street with you don't seem to notice it at all. You close your eyes, and focus on it; perform a Meditation test. If you pass it, you realize that a ley line goes through the exact spot you are now and that it's somehow producing the music, which now seems to envelope you with almost a physical aspect to it. You regain all your VP points spent today. If you fail, the music becomes somehow unsettling, making you want to leave quickly. You lose 5 Sanity.



Discoveries

D10	DARK ALLEY DISCOVERIES
1	Homeless Camp
2	Arcane Symbols
3	Drained Body
4	Lucky Find
5	Hidden Alleyway
6	Ritual Area
7	Last Words
8	Open Backdoor
9	Gruesome Discovery
10	Homeless
11	Adept in Distress
12	Plot
13	Crime Scene
14	Lost Page
15	Raving Lunatic
16	A Sudden Change
17	Unknown Sigil
18	Antiquarian Shop
19	Hitman
20	The Crossing

1 - Homeless Camp

Piled against an alley wall, you find heaps of old clothes, canned food and camping supplies, most likely belonging to a rough sleeper, although they're nowhere to be found.

If you decide to take a look, perform a Perception check for a roll on the Valuables table. You gain 1 Chaos.

2 - Arcane Symbols

Strange, occult symbols are scribbled on the wall, covering the whole side of a grocery store. What are these supposed to be?

Perform an Occult Knowledge test. If you pass it, you realize that they don't really mean anything,

probably someone simply copied random stuff they saw on the Internet. If you fail, you can't feel but you've missed something important here; you suffer -1 WIL for the remainder of your time in this Site, as you are terribly distracted by this matter.

3 - Drained Body

Crumbled against a wall, between some garbage containers, sits a pale body, discarded as another piece of trash. Should you take a look or leave it be?

If you take a closer look, you see some very precise incision marks in several points of the body. Perform an Occult Knowledge test; if you pass it, you remember reading something about the Ichorites doing this same type of thing to harvest blood for their rituals (some say to consume it). Increase your Occult Knowledge by 2. If you fail, you're simply baffled by it, not sure what to make of it. You move on.

4 - Lucky Find

Among a pile of garbage sitting against the wall, a wooden chest draws your attention. It seems pretty beaten up, but it must be at least a hundred years old. Maybe there's something of value inside?

Roll on the Valuables table.

5 - Hidden Alleyway

That pile of discarded furniture and wooden boxes seems a tad suspicious, maybe you should take a look?

Perform a Perception test. If you pass it, you discover a cleverly hidden doorway that leads to some back alley. Add one Location to the Site.

6 - Ritual Area

Sigils and arcane symbols are drawn everywhere here, and the floor is covered in half burned candles and burnt offerings. Someone was performing a summoning here.

Perform either an Occult Knowledge or Magical Liturgy check. If you pass, learn the sigil of a spirit (roll on the Spirit table). If you fail, lose D10 Sanity as the unsettling symbols disturb you more than you would like to admit.

7 - Last Words

A figure lies in the middle of the street, in a pool of their own blood. When you approach, you see that this person is still alive! They motion for you to come closer, desperately whisper in your ear, then collapse, dead.

Perform an Occult Knowledge check. If you pass, next time you find part of a ritual you find the full ritual instead. If you fail, lose 10 Sanity as the horror described by the man shakes you to the core.

8 - Open Backdoor

As you enter yet another narrow alley, you see there's a backdoor to one of the buildings, wide open. Should you take a quick look inside?

Perform a Perception check. If you pass, you find something of value among the diverse collection of items stashed here. Roll on the Valuables table.

9 - Gruesome Discovery

The stench of death assaults your senses as you turn the corner into the next back alley. The butchered remains of several people lay all around you.

Perform a WIL test. If you fail, lose 10 Sanity. If you were on a mission



to find someone, you just did; if it was a rescue mission, you failed. If it was an assassination mission, someone completed it and that's all your contacts care about.

10 - Homeless

Setting up their sleeping spot for the night, a homeless person is arranging pieces of cardboard on the floor with their belongings neatly arranged to a side. Maybe they have seen something out of the ordinary?

You may choose to simply walk away and ignore them, but if you decide to ask them, create an NPC profile (*Seekers Beyond the Shroud*, page 140), and perform a Persuasion check. If you pass, they tell you about who you may encounter in this place. For the next two encounters, you always catch your enemies by surprise. Alternatively, you may add +1 towards your goal, if you're here searching for something or someone.

11 - Adept in Distress

As you approach a particularly dark and narrow side alley, you can clearly hear some sort of chanting. You take a careful look and you see a person kneeling in front of some hastily scratched arcane symbols. Within a circle there's a single jade statue the size of a fist. "No, no NO!", you hear the person yell in frustration. They suddenly turn, looking at you. "You!", they say; "You'll know what to do!" They beckon you to approach them, a desperate smile on their face.

If you decide to help the adept, they reveal that they found the jade figurine among the belongings of some recently deceased relative. They mention that it has some sort

of hold over their family, and that after a lot of research they've managed to discover a way to break the curse. Apparently it must be done on that precise spot, for reasons they don't have time to explain. If you choose to help, perform a Magical Liturgy test. If you pass, you manage to help the adept, who insists you keep the figurine; apparently it can work as a sort of universal scapul, valid for any spirit. If you fail, the adept cries in desperation, only to swiftly take a gun and blow their brains out in front of you. Lose 15 Sanity.

12 - Plot

A couple of suspicious figures appear to be sneaking around, making sure they're not followed. Something about them tells you these are not your run of the mill criminals, though. You better take a closer look.

Perform a Sneaking test. If you pass, you get close enough to hear their conversation without being discovered. It appears they're plotting some sort of attack against one of the Sanctums belonging to the Magic Order that sent you to this Site. If you inform the order you gain 100 Favor with them, and offer you to follow up on the info you brought them, which takes you to an Abandoned Complex that is being used by Curators; all Encounter results are vs Curators, and you must clear the whole place. Completing it grants you 300 Favor. If you fail the Sneaking test, you are discovered; face 2 Curators simultaneously!

13 - Crime Scene

A dead body lies on the ground in front of you, blood still gushing from what looks like stab wounds. Before



you realize it though, the cops are here as well, pointing their guns at you!

Perform a Persuasion test. If you pass, you manage to convince the cops, who urge you to leave. If you fail though, they attempt to arrest you as a suspect. If you resist, you face 2 policemen (use the Guard profile) and earn 10 Chaos. If you comply, you're taken to the station but are released a few hours later. You fail your current Mission.

14 - Lost Page

A strange, sudden breeze brings a flying piece of paper to you. As you're about to discard it, you realize that this is no paper, it's papyrus, and by the look of it, pretty ancient!

You've found a page of the ancient tome of *The Thirteen Petaled Flowering Darkness*, aka *The Whirling Black Flower*. If you find all 13 pages of this ancient tome describing forbidden Sufic Sorcery, and if you pass a Linguistics test for each of the pages (one weekly attempt is allowed), you may learn any one spell, and be granted any spirit's boon, as if you're in the Evocation stage of a deal, permanently.

15 - Raving Lunatic

Screaming from the top of their lungs, a person is trying to attract anyone's attention, going from bystander to bystander. They seem to be yelling about how the world is actually controlled by occult cabals that wage a secret, magic war from the shadows. Who is this person, and do they pose any actual danger?

You may choose to simply ignore the lunatic and move on, or you may choose to confront them. If you do so, you try to defuse the

situation by telling the other few bystanders that you know this person and that they need help. You attempt to grab them by the arm to drag them away; perform a STR test. If you pass, you successfully grasp their arm and take them to a quiet corner. You ask them if they have ever heard about the Omphalos, and their eyes pop, wide open. Reason appears to return to their mind for a second, as they take a deep breath and tell you that they're once part of that community, but that they discovered the true price of serving Omphale, a price too high. The moment of clarity is gone as quick as it came though, as seconds later they shove you away and continue their diatribe, yelling at the wind. If you fail the STR test they lash at you, dealing D10 damage and disappearing into the night, screaming.

16 - A Sudden Change

As you reach inside one of your pockets for another mint, you find a strange coin. It appears to be made of silver, but it's strangely heavy. A single word stands out, nothing else etched on its surface: SOLVE. The second you read it, you notice a sudden change within you. What happened? And how did the coin end up in your pocket?

You lose 10 points from your highest Alignment, as you see the coin break away in front of your very eyes, only a fine dust remaining.

17 - Unknown Sigil

As you reach a new, sinister-looking alley, you notice a manhole cover has a simple yet striking sigil on it. What does it mean?

Perform an Occult Knowledge test.

If you pass, you remember someone back at the Omphalos discussing something about the secret sigils and codes hedge mages use to identify themselves or their places. This sigil here is most likely a hedge mage symbol marking the entry point to one of their safe houses. If you report it back to the Omphalos on your return, you earn 10 Favor with all Magic Orders, and your next Order Mission will be the “Teach them a lesson” mission, taking place in the Sewers & City Tunnels Site instead of a Residence. If you fail the Occult Knowledge roll, you are left wondering what it means but simply move on.

18 - Antiquarian Shop

You pass in front of a hidden, dusty antiquarian shop. Almost by accident you realize they have a valuable tome on display on the store's window. There's nobody around, the store is closed, and this shouldn't be in the hands of non-adepts. What should you do?

If you decide to break in, perform a Lock-picking skill test. If you pass, you rush inside and grab the book, which is obviously some type of medieval grimoire. You earn 10 Chaos and 1 Grimoire. If you fail the skill test, you decide to move along before someone sees you attempting to break in.

19 - Hitman

A hastily scribbled sigil immediately draws your attention, but as you approach to take a better look at it a mysterious figure emerges from the shadows, wielding a gun. They don't hesitate and attack you immediately!

Use the Hunter profile, you lose the Engagement turn's Initiative. If you

defeat your attacker, you find instructions to kill you, with a photo of you. You take a better look at the sigil and realize it means nothing, and that it was probably placed there by the hitman to distract you.

20 - The Crossing

As you wander through a particularly quiet alley, you suddenly feel a change. The air is somehow warmer, and things don't feel right. Your vision is somewhat blurry and you're having problems focusing on things around you. Are you sick? Shadows seem to move right beyond the corner of your eye, and your surroundings become darker and darker.

Perform an Astral Knowledge test. If you pass, you suddenly realize that somehow you've crossed into the Shadow, the outer layer of the Astral Planes. Since you know for a fact that one cannot physically visit the Astral, that means that your body is out cold in the physical world. Perform a WIL test to center yourself and return to your body. You wake up on the ground, unharmed and slightly confused; earn 5 points in Psychic Defense. If you fail the WIL test you may try again and again, losing 2 Sanity per attempt. If you fail the initial Astral Knowledge test, you lose D20 Sanity trying to figure out what's going on, until you are so overwhelmed that your astral body dissipates, returning to your physical body.

✕~v&x~c ΩLΛ7E

FOREST

Encounters

When coming across an encounter in a Forest, use the following table to determine which one it is.

D10	FOREST ENCOUNTERS
1-2	Yokai
3	Bhuta
4	Failed Chimera
5	Guard Dog
6	Hunter
7	Vlukodlak
8	Rogue Mage
9	Vessel
10	Ancient

Events

D10	FOREST EVENTS
1	A feeling of Dread
2	Psychic Resonance
3	Hunted
4	Vril Dead Zone
5	Suspicious Encounter
6	Sapped
7	Abandoned Cabin
8	Strange Artifact
9	High Alert
10	Astral Disturbance
11	Fear Manifest
12	Untreated Wounds
13	Hole in the Ground
14	Ambushed
15	Mystical Barrier
16	Hallowed Ground
17	Fog
18	Lost
19	Strange Music
20	Trapped Animal

1 - A feeling of Dread

You feel as the shadows grow larger around you, and an undeniable feeling of dread grows within you.
Pass a WIL test or lose D10 Sanity.

2 - Psychic Resonance

Something's not right here...what starts as a buzzing in your ears quickly becomes a deafening pounding that shakes your very core.

Perform a WIL test. If you pass, recover 10 Sanity as you calm your mind. If you fail, lose D10 Sanity and 2 HP from the psychic assault.

3 - Hunted

Somehow, they know you're here, and they're after you.

Perform a Sneaking test. If you pass it, you find a good hiding spot and avoid the danger. If you fail, roll on the Encounter table, as you've been spotted!

4 - Vril Dead Zone

The air in this area feels thick in your mouth and lungs. You fall to your knees, panting as if you had just run a marathon.

Lose D20 VP each time you enter this hex.

5 - Suspicious Encounter

You run into someone that seems somehow guilty and surprised to see you here. Are they hiding or planning something?

Create a profile for this NPC using the rules on *Seekers Beyond the Shroud*, page 140. You may attempt to talk to them, and if you pass a Persuasion test, they reveal some key information about your current mission (+1 clue for Search Missions). If you fail the test they get nervous; roll a D6: 1-4 they run away, 5-6 they attack. If you forgo negotiation and attack directly, roll for Initiative and gain 5 Chaos points.

6 - Sapped

This part of the forest feels ancient, and there's something pushing

away at you. You are clearly not welcome here... The longer you remain here, the weaker you feel!

Perform a WIL test. If you fail, the spiritual forces in this area have drained you. For the remainder of the mission you can only carry half your strength in gear or suffer consequences (*Seekers Beyond the Shroud*, page 157).

7 - Abandoned Cabin

You stand in front of some old cabin; it must have been abandoned for decades, judging by its condition. You cautiously step inside, taking a look at its crumbling interior. Maybe there's something useful in here?

Roll a D6 to determine what you find inside: 1-2 a squatter, all they want is to be left alone; 3-4 a scared dog; perform a successful CHA test, if you fail it attacks (use the Guard Dog enemy profile); something of interest: roll on the Valuables table.

8 - Strange Artifact

As you walk through the forest, you spot a strange wooden thing hanging from a branch ahead of you. You approach it to take a better look at it, and realize it's some kind of primitive stick figure, macabrely decorated with bones and feathers. What is this thing?

Perform an Occult Knowledge check. If you succeed, you remember reading about a type of cursed object that can drain the life-force of anyone around it. You quickly pull it off the branch and step on it, smashing it! If you fail, lose 5 SP now and each time you pass through this area.

9 - High Alert

For reasons unknown to you, everyone here's on high alert, as if

they were expecting you or someone else.

Increase the Awareness of all enemies by 10 for as long as you stay in this Site.

10 - Astral Disturbance

Something's wrong with the way the Astral Planes interact with this area, making you doubt your very own identity.

Perform a WIL test; if you succeed increase your Knowledge of the Astral skill by 5. If you fail, your mind is somehow reset to a past version of yourself, causing you to lose 5 points in a skill of your choosing.

11 - Fear Manifest

A dark presence is patent in this street, the air is thick with the smell of terror, despite only you being able to recognize it. A god of fear and dread was summoned here, you can feel it in your bones!

Perform a WIL test. If you fail, permanently reduce your Sanity Maximum by D4.

12 - Untreated Wounds

You have been careless and now your wounds are not looking good!

If you are not at full HP, your wounds are not healing properly and they could easily become infected. Reduce all healing received by 50% for the remainder of your time in this Site.

13 - Hole in the Ground

There's a large gap right in your path, will you see the hole in time, or will you fall inside?

Perform a Perception test; if you pass it you see the hole before falling into it. If you fail, perform a DEX test; if you pass it you manage to avoid falling into it in the last

second, thanks to a graceful lateral jump. If you fail, you fall inside the hole, badly twisting both your wrists while attempting to save your head from the worst of the fall. For the remainder of your time in this Site, you fight with -20 to all attack skills.

14 - Ambushed

Your enemies knew you would be here, and they have prepared for it. Striking from the shadows, you are surprised and forced to fight for your life.

Roll a Forest Encounter and begin combat. You lose the Initiative for the Engagement turn, and you're forced into melee combat from the start.

15 - Mystical Barrier

An invisible force tries to stop your advance, bringing you to your knees with waves of potent nausea.

Perform a WIL (-5) test to ignore the effects, or use a spell or artifact to dispel the barrier. If you fail, lose 5 Sanity and 10 SP, as you push through it at the expense of your very own essence.

16 - Hallowed Ground

You tread upon hallowed ground without permission, and you can feel it tucking away at your essence. It demands a sacrifice.

Perform a WIL test; if you pass it, you impose your will upon the site and are free to move along. If you fail, you must obey and make a sacrifice; you slash your forearm, allowing the blood to trickle to the thirsty soil. You lose D4 HP.

17 - Fog

Out of nowhere, a fog bank surrounds you, enveloping you completely, to the point of not seeing

anything beyond your arm's reach.

For the remainder of your time in this Site, you suffer a -20 to Perception, but enemy's Awareness is reduced by 20 as well.

18 - Lost

The Astral planes seem to be somehow interfering with reality here, and your senses are confused by it. A past imprint of the area seems to momentarily gain predominance, transporting you to a version of this area from a hundred years ago. You need to focus, or who knows where you'll end up?

Perform a WIL test. If you succeed, you focus your attention fully in your version of reality, pushing the Astral away. If you fail, your senses are overwhelmed and you wander about, utterly lost for a moment. Add D4 Locations to this Site.

19 - Strange Music

At first, it's just a faint melody, something so subtle that you think you're just imagining it. But then, the sound becomes clearer, and you can hear a haunting melody, the sound echoing in the woods. It's unlike any music you've ever heard before, and it has a strange, ethereal quality to it. What is that, and where is it coming from?

You close your eyes, and focus on it; perform a Meditation test. If you pass it, you realize that a ley line is passing exactly where you are now, and it's somehow producing the music, which now seems to envelope you with almost a physical aspect to it. You regain all your VP points spent today. If you fail, the music becomes somehow unsettling, making you want to leave quickly. You lose 5 Sanity.



20 - Trapped Animal

Ahead of you, you see something stirring in the bushes. You come closer, weapon ready, only to find a wolf struggling violently, its leg trapped in a trap. What should you do?

If you want to try to release the poor beast, perform a CHA test, in an attempt to calm it so that it will allow you to get close enough. If you pass, you manage to release it, and the animal runs away, limping but alive. Recover 20 Sanity. If you fail, the wolf growls at you, scared, not allowing you to come any closer. If you choose to put it out of its misery, you lose 10 Sanity, if you simply leave you lose 5 Sanity and gain 2 Order.

Discoveries

D10	FOREST DISCOVERIES
1	Abandoned Camp
2	Drained Body
3	Lucky Find
4	Hidden Trail
5	Ritual Area
6	The Hanged Man
7	Last Words
8	Alchemical Ingredients
9	Gruesome Discovery
10	Homesteader
11	Terrible Ritual
12	Furtive Hunters
13	Adept in Distress
14	Plot
15	Lost Page
16	A Sudden Change
17	Unknown Sigil
18	Ominous Stone
19	The Staircase
20	Hitman

1 - Abandoned Camp

Within a small rudimentary shelter you find heaps of old clothes, canned food and camping supplies, most likely belonging to a homeless person, although they're nowhere to be found.

If you decide to take a look, perform a Perception check for a roll on the Valuables table. You gain 1 Chaos.

2 - Drained Body

Crumbled against a tree, half hidden among some ferns and branches, sits a pale body, discarded as a piece of trash. Should you take a look or leave it be?

If you take a closer look, you see some very precise incision marks in several points of the body. Perform an Occult Knowledge test; if you pass it, you remember reading something about the Ichorites doing this same type of thing to harvest blood for their rituals (some say to consume it). Increase your Occult Knowledge by 2. If you fail, you're simply baffled by it, not sure what to make of it. You move on.

3 - Lucky Find

Accidentally, you stumble upon something half buried, half hidden among the fallen leaves and ferns. You stop a moment to take a look and realize that it looks like an old wooden chest, at least a hundred years old. Maybe there's something of value inside?

Roll on the Valuables table.

4 - Hidden Trail

Those trees and bushes don't seem to have grown so close to each other in a natural way...

You take a closer look, pushing the thick branches aside, and discover

a trail that leads to a new section of the forest. Add D4 Locations to the Site.

5 - Ritual Area

Sigils and arcane symbols are drawn on trees and rocks all over here, and the ground is covered in half burned candles and burnt offerings. Someone was performing a summoning here.

Perform either an Occult Knowledge or Magical Liturgy check. If you pass, learn the sigil of a spirit (roll on the Spirit table). If you fail, lose D10 Sanity as the unsettling symbols disturb you more than you would like to admit.

6 - The Hanged Man

Swaying with the breeze, a clearly dead person hangs upside down from a tree branch. You immediately recognize the body's posture as a recreation of the Tarot card The Hanged Man. What's the meaning of this? There are no ritual signs in the area, is this a ritual killing?

You circle around the body, unsure of what to do next. If you take the body down, you can see that it was clearly strangled to death, despite being hung from the foot. You lose D10 Sanity and gain 5 Order. If you leave the scene untouched, you earn 10 Chaos and lose D10 Sanity.

7 - Last Words

A figure rests against a tree trunk, in a pool of their own blood. When you approach, you see that this person is still alive! They motion for you to come closer, desperately whisper in your ear, then collapse, dead.

Perform an Occult Knowledge check. If you pass, next time you find part of a ritual you find the full ritual instead. If you fail, lose 10

Sanity as the horror described by the man shakes you to the core.

8 - Alchemical Ingredients

As you walk through the forest, you realize that there are lots of potentially useful plants and fungi all over the place. Maybe you should stop and gather a few for your alchemical experiments?

Retrieve D6+5 Doses of Alchemical Supplies.

9 - Gruesome Discovery

The stench of death assaults your senses as you approach a clearing ahead. The butchered remains of several people lay all around you.

Perform a WIL test. If you fail, lose 10 Sanity. If you were on a mission to find someone, you just did; if it was a rescue mission, you failed. If it was an assassination mission, someone completed it and that's all your contacts care about.

10 - Homesteader

You hear ahead of you the sounds of someone rummaging through their belongings while cursing to themselves. As you approach the source of the noise, you see a person setting camp, and by the looks of it, it's on a semi-permanent basis. Maybe they have seen something out of the ordinary?

You may choose to simply walk away and ignore them, but if you decide to ask them, create an NPC profile (*Seekers Beyond the Shroud*, page 140), and perform a Persuasion check. If you pass, they tell you about who you may encounter in this place. For the next two encounters, you always catch your enemies by surprise. Alternatively, you may add +1 towards your goal, if you're here searching for something or someone.

11 - Terrible Ritual

A terrible stench is emanating from a clearing ahead. Approaching it, you see a rudimentary stone altar covered in both human and non-human remains. What's the purpose of this?

Perform an Occult Knowledge check. If you succeed, gain 2 skill points in Occult Knowledge as you manage to make sense of the scene. If you fail, lose D20 Sanity at the horrible, gruesome display before you.

12 - Furtive Hunters

You find a recently killed animal, its leg crushed by some sort of gruesome trap. You don't really know much about conservation laws around here, but you could swear that animal is a protected one... As you prepare to leave before you can think any more about it, you hear a gunshot, then another. It appears that whoever killed this animal is now hunting you!

You immediately enter combat. Use the Hunter profile.

13 - Adept in Distress

As you approach a particularly dense part of the forest, you can clearly hear some sort of chanting. You take a careful look and you see a person kneeling in front of some hastily scratched arcane symbols. Within a circle there's a single jade statue the size of a fist. "No, no NO!", you hear the person yell in frustration. They suddenly turn, looking at you. "You!", they say; "You'll know what to do!" They beckon you to approach them, a desperate smile on their face.

If you decide to help the adept, they reveal that they found the jade figurine among the belongings of some recently deceased relative.

They mention that it has some sort of hold over their family, and that after a lot of research they've managed to discover a way to break the curse. Apparently it must be done on that precise spot, for reasons they don't have time to explain. If you choose to help, perform a Magical Liturgy test. If you pass, you manage to help the adept, who insists you keep the figurine; apparently it can work as a sort of universal scapul, valid for any spirit. If you fail, the adept cries in desperation, only to swiftly take a gun and blow their brains out in front of you. Lose 15 Sanity.

14 - Plot

A couple of suspicious figures appear to be sneaking around, making sure they're not followed. Something about them tells you these are not your run of the mill criminals, though. You better take a closer look.

Perform a Sneaking test. If you pass, you get close enough to hear their conversation without being discovered. It appears they're plotting some sort of attack against one of the Sanctums belonging to the Magic Order that sent you to this Site. If you inform the order you gain 100 Favor with them, and offer you to follow up on the info you brought them, which takes you to an Abandoned Complex that is being used by Curators; all Encounter results are vs Curators, and you must clear the whole place. Completing it grants you 300 Favor. If you fail the Sneaking test, you are discovered; face 2 Curators simultaneously!

15 - Lost Page

A strange, sudden breeze brings a flying piece of paper to you. As

you're about to discard it, you realize that this is no paper, it's papyrus, and by the look of it, pretty ancient!

You've found a page of the ancient tome of The Thirteen Petaled Flowering Darkness, aka The Whirling Black Flower. If you find all 13 pages of this ancient tome describing forbidden Sufic Sorcery, and if you pass a Linguistics test for each of the pages (one weekly attempt is allowed), you may learn any one spell, and be granted any spirit's boon, as if you're in the Evocation stage of a deal.

16 - A Sudden Change

As you reach inside one of your pockets for another mint, you find a strange coin. It appears to be made of silver, but it's strangely heavy. A single word stands out, nothing else etched on its surface: SOLVE. The second you read it, you notice a sudden change within you. What happened? And how did the coin end up in your pocket?

You lose 10 points from your highest Alignment, as you see the coin break away in front of your very eyes, only a fine dust remaining.

17 - Unknown Sigil

As you reach a specially thick part of the forest, you notice that a large stone has a simple yet striking sigil on it. What does it mean?

Perform an Occult Knowledge test. If you pass, you remember someone back at the Omphalos discussing something about the secret sigils and codes hedge mages use to identify themselves or their places. This sigil here is most likely a hedge mage symbol marking the entry point to one of their safe houses. If you report it

back to the Omphalos on your return, you earn 10 Favor with all Magic Orders, and your next Order Mission will be the "Teach them a lesson" mission, taking place in the Forest Site instead of a Residence. If you fail the Occult Knowledge roll, you are left wondering what it means but simply move on.

18 - Ominous Stone

A large stone, clearly erected long time ago to create some sort of menhir, stands in the middle of a clearing. Its surface is etched with baleful symbols. They are unsettling, somehow. What do they mean?

Lose D10 Sanity. Perform an Occult Knowledge test, if you pass you remember ancient folk tales from the region describing forgotten witch rituals. You can't really decipher the symbols, but somehow they empower you. Increase your Environmental Magic skill by 10. If you fail the skill test, you move along as quickly as possible.

19 - The Staircase

In the middle of a particularly dark and dense part of the forest, a pristine staircase stands, seemingly leading up to nowhere. You take a look around, and cannot see any remaining foundations or the leftovers of any type of construction, other than the staircase itself. A strange sensation invades you, as if you were in hallowed ground yet, at the same time, somewhere you shouldn't be at. All your instincts are telling you to run away but... Should you go up the stairs?

Lose D10 Sanity. If you decide to go up the stairs, roll a D6. 1-2 as you drag your feet step by step, you suddenly feel as if a vein exploded inside of you: you lose D20 HP as

you roll down the stairs; 3-4 nothing appears to happen once you reach the top of the stairs, and you move on as usual, but when you return to civilization you are informed that you're gone for 5 days! 5-6 you experience something beyond words, but that leaves you with a better understanding of the nature of reality: increase all your spell casting skills by 5.

20 - Hitman

A hastily scribbled sigil immediately draws your attention, but as you approach to take a better look at it a mysterious figure emerges from the shadows, wielding a gun. They don't hesitate and attack you immediately!

Use the Hunter profile, you lose the Engagement turn's Initiative. If you defeat your attacker, you find instructions to kill you, with a photo of you. You take a better look at the sigil and realize it means nothing, and that it was probably placed there by the hitman to distract you.



GRAVEYARD

Encounters

When coming across an encounter in a Graveyard, use the following table to determine which one it is.

D10	GRAVEYARD ENCOUNTERS
1-2	Vodou Zombie
3	Ancient
4	Golem
5	Guard
6	Yokai
7	Hunter
8	Ichorite
9	Rogue Mage
10	Vessel

Events

D10	GRAVEYARD EVENTS
1	A feeling of Dread
2	Psychic Resonance
3	Hunted
4	Vril Dead Zone
5	Suspicious Encounter
6	Sapped
7	Haunted
8	High Alert
9	Astral Disturbance
10	Fear Manifest
11	Untreated Wounds
12	Open Tomb
13	Ambushed
14	Mystical Barrier
15	Hallowed Ground
16	Fog
17	Lost
18	Cemetery Guard
19	Strange Music
20	Ignis Fatuus

1 - A feeling of Dread

You feel as the shadows grow larger around you, and an undeniable feeling of dread grows within you.
Pass a WIL test or lose D10 Sanity.

2 - Psychic Resonance

Something's not right here... what starts as a buzzing in your ears quickly becomes a deafening pounding that shakes your very core.

Perform a WIL test. If you pass, recover 10 Sanity as you calm your mind. If you fail, lose D10 Sanity and 2 HP from the psychic assault.

3 - Hunted

Somehow, they know you're here, and they're after you.

Perform a Sneaking test. If you pass it, you find a good hiding spot and avoid the danger. If you fail, roll on the Encounter table, as you've been spotted!

4 - Vril Dead Zone

The air in this area feels thick in your mouth and lungs. You fall to your knees, panting as if you have just run a marathon.

Lose D20 VP each time you enter this hex.

5 - Suspicious Encounter

You run into someone that seems somehow guilty and surprised to see you here. Are they hiding or planning something?

Create a profile for this NPC using the rules on *Seekers Beyond the Shroud*, page 140. You may attempt to talk to them, and if you pass a Persuasion test, they reveal some key information about your current mission (+1 clue for Search Missions). If you fail the test they get nervous; roll a D6: 1-4 they run away, 5-6 they attack. If you forgo

negotiation and attack directly, roll for Initiative and gain 5 Chaos points.

6 - Sapped

This part of the graveyard feels gloomier and heavier than the rest of the place, and there's something pushing away at you. You are clearly not welcome here... The longer you remain here, the weaker you feel!

Perform a WIL test. If you fail, the spiritual forces in this area have drained you. For the remainder of the mission you can only carry half your strength in gear or suffer consequences (*Seekers Beyond the Shroud*, page 157).

7 - Haunted

A vestige of some kind has taken a liking to you, and it's attempting to attach its spiritual essence to your psyche. Will you be able to resist?

Perform a Psychic Defense test. If you pass it, you push away the entity, leaving you invigorated and feeling better about yourself; increase your Psychic Defense and Offense skills by 2 each. If you fail, The entity is attached to you for the remainder of your time in this Site, draining off all your VP.

8 - High Alert

For reasons unknown to you, everyone here's on high alert, as if they were expecting you or someone else.

Increase the Awareness of all enemies by 10 for as long as you stay in this Site.

9 - Astral Disturbance

Something's wrong with the way the Astral Planes interact with this area, making you doubt your very own identity.

Perform a WIL test; if you succeed increase your Knowledge of the Astral skill by 5. If you fail, your mind is somehow reset to a past version of yourself, causing you to lose 5 points in a skill of your choosing.

10 - Fear Manifest

A dark presence is patent in this street, the air is thick with the smell of terror, despite only you being able to recognize it. A god of fear and dread was summoned here, you can feel it in your bones!

Perform a WIL test. If you fail, permanently reduce your Sanity Maximum by D4.

11 - Untreated Wounds

You have been careless and now your wounds are not looking good!

If you are not at full HP, your wounds are not healing properly and they could easily become infected. Reduce all healing received by 50% for the remainder of your time in this Site.

12 - Open Tomb

There's an open tomb right in your path, will you be too distracted to see the gaping hole in time, or will you fall inside?

Perform a Perception test; if you pass it you see the hole before falling into it. If you fail, perform a DEX test; if you pass it you manage to avoid falling into it in the last second, thanks to a graceful lateral jump. If you fail, you fall inside the hole, badly twisting both your wrists while attempting to save your head from the worst of the fall. For the remainder of your time in this Site, you fight with -20 to all attack skills.

13 - Ambushed

Your enemies knew you would be here, and they have prepared for it. Striking from the shadows, you are surprised and forced to fight for your life.

Roll a Cemetery Encounter and begin combat. You lose the Initiative for the Engagement turn, and you're forced into melee combat from the start.

14 - Mystical Barrier

An invisible force tries to stop your advance, bringing you to your knees with waves of potent nausea.

Perform a WIL (-5) test to ignore the effects, or use a spell or artifact to dispel the barrier. If you fail, lose 5 Sanity and 10 SP, as you push through it at the expense of your very own essence.

15 - Hallowed Ground

You tread upon hallowed ground without permission, and you can feel it tucking away at your essence. It demands a sacrifice.

Perform a WIL test; if you pass it, you impose your will upon the site and are free to move along. If you fail, you must obey and make a sacrifice; you slash your forearm, allowing the blood to trickle to the thirsty soil. You lose D4 HP.

16 - Fog

Out of nowhere, a fog bank surrounds you, enveloping you completely, to the point of not seeing anything beyond your arm's reach.

For the remainder of your time in this Site, you suffer a -20 to Perception, but enemy's Awareness is reduced by 20 as well.

17 - Lost

The Astral planes seem to be somehow interfering with reality

here, and your senses are confused by it. A past imprint of the area seems to momentarily gain predominance, transporting you to a version of this area from a hundred years ago. You need to focus, or who knows where you'll end up?

Perform a WIL test. If you succeed, you focus your attention fully in your version of reality, pushing the Astral away. If you fail, your senses are overwhelmed and you wander about, utterly lost for a moment. Add D4 Locations to this Site.

18 - Cemetery Guard

Sneaking about a cemetery is apparently highly suspicious, because you're being stopped by the police, who have been called by the cemetery's guard and immediately demand to know who you are and what you're doing here.

Perform a Persuasion test. If you succeed, you give them some satisfactory explanation and they leave, urging you to move along. If you fail, they consider you highly suspicious and immediately attempt to arrest you. If you resist the arrest, they will fight you; use the Guard enemy profile, you face two of them. You gain 10 Chaos. If you comply, you gain 5 Order but are taken out of the Site, only to be released the next day after passing the night in the brig.

19 - Strange Music

At first, it's just a faint melody, something so subtle that you think you're just imagining it. But then, the sound becomes clearer, and you can hear a haunting melody, the sound echoing among the tombstones. It's unlike any music you've ever heard before, and it has a strange, ethereal quality to it.

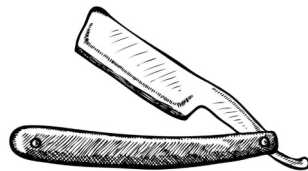
What is that, and where is it coming from?

You close your eyes, and focus on it; perform a Meditation test. If you pass it, you realize that a ley line is passing exactly where you are now, and it's somehow producing the music, which now seems to envelope you with almost a physical aspect to it. You regain all your VP points spent today. If you fail, the music becomes somehow unsettling, making you want to leave quickly. You lose 5 Sanity.

20 - Ignis Fatuus

Strange, ghostly lights suddenly appear not far from you; initially thinking it was simply someone with a flashlight, you ignore it. As you continue walking though, it becomes clear that there is nobody there. There's only one possible explanation: Ignis Fatui. If your memory serves you right, there are stories of Ignis Fatui protecting treasure.

If you decide to take a closer look, perform an Occult Knowledge test. If you pass, you remember the procedure to dissipate an Ignis Fatuus, rendering it harmless and thus being allowed to take whatever they're guarding: you recite some simple mantra, and pour D4 HP in blood over the tomb. You may then loot the tomb; roll on the Magic Relics table. If you fail the Occult Knowledge test though, you simply trample the tomb, not really remembering what to do, infuriating the Ignis Fatuus. It attacks you draining all your VP.



Discoveries

D10	GRAVEYARD DISCOVERIES
1	Open Mausoleum
2	Drained Body
3	Open Coffin
4	Ritual Area
5	Locked!
6	Last Words
7	Alchemical Ingredients
8	Open Storage Facility
9	Gruesome Discovery
10	Os Universal
11	Terrible Ritual
12	Tomb Robbers
13	Plot
14	Crime Scene
15	Lost Page
16	A Sudden Change
17	Unknown Sigil
18	Bizarre Idol
19	Hitman
20	The Mound

1 - Open Mausoleum

A few meters ahead of you, you see the imposing shadow of a mausoleum. Strangely, the door's open; should you take a look inside? Roll a D6: 1-2 the mausoleum is being robbed by a hooded figure, who immediately attacks you! Use the Hunter enemy profile; 3-4 the mausoleum is being cleaned by a graveyard worker, who asks you what you are doing there; perform a Persuasion test, if you succeed he believes your story and lets you go, if you fail he calls security: you may abandon the Site or face 3 Guards; 5-6 there's nobody inside, if you take a look you find something of value: roll on the Valuables table.

2 - Drained Body

Crumbled against a wall, between some garbage containers, sits a pale body, discarded as another piece of trash. Should you take a look or leave it be?

If you take a closer look, you see some very precise incision marks in several points of the body. Perform an Occult Knowledge test; if you pass it, you remember reading something about the Ichorites doing this same type of thing to harvest blood for their rituals (some say to consume it). Increase your Occult Knowledge by 2. If you fail, you're simply baffled by it, not sure what to make of it. You move on.

3 - Open Coffin

It looks like they're in the process of disinterring an old coffin to make room for a new one, as an old, half rotten coffin lies in front of you beside an open tomb. It looks pretty old but it's not locked, should you take a look inside?

Roll on the Valuables table and lose 5 Order (if you have, otherwise no effect).

4 - Ritual Area

Sigils and arcane symbols are drawn everywhere here, and the ground is covered in half burned candles and burnt offerings. Someone was performing a summoning here.

Perform either an Occult Knowledge or Magical Liturgy check. If you pass, learn the sigil of a spirit (roll on the Spirit table). If you fail, lose D10 Sanity as the unsettling symbols disturb you more than you would like to admit.

5 - Locked!

As you pass by a large mausoleum, you suddenly hear someone yelling

"help!". It appears someone is trapped inside it!

If you ignore the person, earn 5 Chaos points. To free them, pass a Lock Picking check. If you fail, there's nothing else you can do and move on. Once you release them, gain 5 Order points and perform a CHA check. If you pass, they thank you and run towards the exit, but if you fail they suddenly attack while yelling "I knew you would come back!", their face distorted with rage. Create an NPC (*Seekers Beyond the Shroud*, page 140) and begin combat.

6 - Last Words

A figure rests against a tombstone, in a pool of their own blood. When you approach, you see that this person is still alive! They motion for you to come closer, desperately whisper in your ear, then collapse, dead.

Perform an Occult Knowledge check. If you pass, next time you find part of a ritual you find the full ritual instead. If you fail, lose 10 Sanity as the horror described by the man shakes you to the core.

7 - Alchemical Ingredients

As you walk through the cemetery, you realize that there are a few potentially useful plants and fungi growing among the tombstones. You know for a fact that graveyards are a prime harvesting spot for many of the most rare ingredients; maybe you should stop and gather a few for your alchemical experiments?

Retrieve D6+5 Doses of Alchemical Supplies.

8 - Open Storage Facility

As you approach what looks like an administrative building, you notice

a staff door wide open. Taking a quick peek inside, you see that it's some sort of storage unit. Maybe there's something useful in here?

Perform a Perception check. If you pass, you find something of value among the diverse collections of items stashed here. Roll on the Valuables table.

9 - Gruesome Discovery

The stench of death assaults your senses as you investigate behind a particularly large mausoleum. The butchered remains of several people lay all around you.

Perform a WIL test. If you fail, lose 10 Sanity. If you were on a mission to find someone, you just did; if it was a rescue mission, you failed. If it was an assassination mission, someone completed it and that's all your contacts care about.

10 - Os Universal

You hear some subtle chanting ahead of you, and as you approach you distinguish a barely visible figure, dimly illuminated by a circle of candles. You attempt to get closer as silently as possible, but somehow you are heard and the person, whoever it was, flees as fast as possible, leaving the ritual area behind. You take a look and contemplate the scene: whoever that was, they've dug out an old body, and apparently ripped off one of the skeleton's femurs. The femur sits now at the center of some improvised altar, surrounded by some unidentified black powder, a bottle of rum, and blood, most likely belonging to the discarded dead rooster left aside. What was going on here?

Perform an Occult Knowledge test. If you pass, you immediately recognize the ritual as something

that was described on an old Quimbanda treatise you read a while back. This ritual empowers a bone to become the heirloom of any Vestige; essentially it's a spiritual universal donor. You may use the bone in place of any heirloom you may need to summon any Vestige.

If you fail the test, you're left scratching your head, unsure of what any of this means.

11 - Terrible Ritual

A terrible stench is emanating from an open mausoleum nearby. Approaching it, you see an altar covered in both human and non-human remains. What's the purpose of this?

Perform an Occult Knowledge check. If you succeed, gain 2 skill points in Occult Knowledge as you manage to make sense of the scene. If you fail, lose D20 Sanity at the horrible, gruesome display before you.

12 - Tomb Robbers

You see an opulent mausoleum ahead of you, probably belonging to a rich family, judging by all the rococo. Strangely enough though, one of the golden doors is wide open, and you can hear some clanging inside. A second later, a startled figure comes out, their head covered by a balaclava and a large sack on their back. After a second of hesitation, they attack!

You immediately begin combat. Use the Street Tough enemy profile.

13 - Plot

A couple of suspicious figures appear to be sneaking around, making sure they're not followed. Something about them tells you

these are not your run of the mill criminals, though. You better take a closer look.

Perform a Sneaking test. If you pass, you get close enough to hear their conversation without being discovered. It appears they're plotting some sort of attack against one of the Sanctums belonging to the Magic Order that sent you to this Site. If you inform the order you gain 100 Favor with them, and offer you to follow up on the info you brought them, which takes you to an Abandoned Complex that is being used by Curators; all Encounter results are vs Curators, and you must clear the whole place. Completing it grants you 300 Favor. If you fail the Sneaking test, you are discovered; face 2 Curators simultaneously!

14 - Crime Scene

A dead body lies on the ground in front of you, blood still gushing from what looks like stab wounds. Before you realize it though, the cops are here as well, pointing their guns at you!

Perform a Persuasion test. If you pass, you manage to convince the cops, who urge you to leave. If you fail though, they attempt to arrest you as a suspect. If you resist, you face 2 policemen (use the Guard profile) and earn 10 Chaos. If you comply, you're taken to the station but are released a few hours later. You fail your current Mission.

15 - Lost Page

A strange, sudden breeze brings a flying piece of paper to you. As you're about to discard it, you realize that this is no paper, it's papyrus, and by the look of it, pretty ancient!

You've found a page of the ancient

tome of The Thirteen Petaled Flowering Darkness, aka The Whirling Black Flower. If you find all 13 pages of this ancient tome describing forbidden Sufic Sorcery, and if you pass a Linguistics test for each of the pages (one weekly attempt is allowed), you may learn any one spell, and be granted any spirit's boon, as if you're in the Evocation stage of a deal.

16 - A Sudden Change

As you reach inside one of your pockets for another mint, you find a strange coin. It appears to be made of silver, but it's strangely heavy. A single word stands out, nothing else etched on its surface: SOLVE. The second you read it, you notice a sudden change within you. What happened? And how did the coin end up in your pocket?

You lose 10 points from your highest Alignment, as you see the coin break away in front of your very eyes, only a fine dust remaining.

17 - Unknown Sigil

As you reach an older-looking section of the cemetery, you notice a manhole cover has a simple yet striking sigil on it. What does it mean?

Perform an Occult Knowledge test. If you pass, you remember someone back at the Omphalos discussing something about the secret sigils and codes hedge mages use to identify themselves or their places. This sigil here is most likely a hedge mage symbol marking the entry point to one of their safe houses. If you report it back to the Omphalos on your return, you earn 10 Favor with all Magic Orders, and your next Order Mission will be the "Teach them a

lesson" mission, taking place in the Sewers & City Tunnels Site instead of a Residence. If you fail the Occult Knowledge roll, you are left wondering what it means but simply move on.

18 - Bizarre Idol

Completely out of place among normal-looking tombstones and mausoleums, a strange idol towers above a tombstone. It appears to represent some sort of eagle/starfish hybrid... At its feet, you see the leftovers of recent offerings, most of them rotting pieces of flesh. Perform a WIL test; if you pass, you are somehow psychically invigorated by the idol: recover D20 VP. If you fail, you lose D10 Sanity, as the strange thing bothers you more than you would like to admit.

19 - Hitman

A hastily scribbled sigil immediately draws your attention, but as you approach to take a better look at it a mysterious figure emerges from the shadows, wielding a gun. They don't hesitate and attack you immediately!

Use the Hunter profile, you lose the Engagement turn's Initiative. If you defeat your attacker, you find instructions to kill you, with a photo of you. You take a better look at the sigil and realize it means nothing, and that it was probably placed there by the hitman to distract you.

20 - The Mound

A one meter tall mound stands in front of you. Its shape clearly indicates that it's man-made, but the most curious thing about it is how deeply green and lush are all the plants growing on top of it. You decide to take a closer look.

Perform a Perception test. If you pass, behind some of the vegetation you find a thick brick, carved with an unknown bindrune. Removing the rock, you find a hole, and within the hole there's a precious white stone, wrapped in ancient linen. Perform an Occult Knowledge test, if you pass you realize that it's an enchanted howlite, a very unique one. It heals D20 HP once a day, and doesn't need any form of recharging. If you fail the Occult Knowledge test, you'll have to pay 100ø back at the Omphalos for someone to identify it. If you fail the initial Perception test, you find nothing and move along.

PARK

Encounters

When coming across an encounter in a Park, use the following table to determine which one it is.

D10	PARK ENCOUNTERS
1-2	Street Tough
3	Guard
4	Hunter
5	Ichorite
6	Curator
7	Oshira Agent
8-9	Rogue Mage
10	Vessel



Events

D10	PARK EVENTS
1	A feeling of Dread
2	Mugging
3	Psychic Resonance
4	Hunted
5	Vril Dead Zone
6	Suspicious Encounter
7	High Alert
8	Astral Disturbance
9	Fear Manifest
10	Party Goons
11	Untreated Wounds
12	Ambushed
13	Mystical Barrier
14	Hallowed Ground
15	Fog
16	Lost
17	Cops
18	Strange Music
19	The Pond
20	The Statue

1 - A feeling of Dread

You feel as the shadows grow larger around you, and an undeniable feeling of dread grows within you.
Pass a WIL test or lose D10 Sanity.

2 - Mugging

You hear some muffled screams a few steps in front; rushing to the source, you see a couple of figures violently robbing someone. Do you intervene?

If you attempt to pass by unnoticed, perform a Sneaking check and earn 5 Chaos points. If you fail, you are spotted and one of the robbers attacks you. Use the Street Tough stat block. If you confront the robbers, earn 5 Order

points as one of the immediately attacks. After combat, the victim thanks you profusely, and you recover 5 Sanity. Alternatively, you may choose to rob them; earn 10 Chaos points and perform a STR test. If you pass, roll on the Valuables table. If you fail, the victim manages to run away.

3 - Psychic Resonance

Something's not right here...what starts as a buzzing in your ears quickly becomes a deafening pounding that shakes your very core.

Perform a WIL test. If you pass, recover 10 Sanity as you calm your mind. If you fail, lose D10 Sanity and 2 HP from the psychic assault.

4 - Hunted

Somehow, they know you're here, and they're after you.

Perform a Sneaking test. If you pass it, you find a good hiding spot and avoid the danger. If you fail, roll on the Encounter table, as you've been spotted!

5 - Vril Dead Zone

The air in this area feels thick in your mouth and lungs. You fall to your knees, panting as if you have just run a marathon.

Lose D20 VP each time you enter this hex.

6 - Suspicious Encounter

You run into someone that seems somehow guilty and surprised to see you here. Are they hiding or planning something?

Create a profile for this NPC using the rules on *Seekers Beyond the Shroud*, page 140. You may attempt to talk to them, and if you pass a Persuasion test, they reveal some

key information about your current mission (+1 clue for Search Missions). If you fail the test they get nervous; roll a D6: 1-4 they run away, 5-6 they attack. If you forgo negotiation and attack directly, roll for Initiative and gain 5 Chaos points.

7 - High Alert

For reasons unknown to you, everyone here's on high alert, as if they were expecting you or someone else.

Increase the Awareness of all enemies by 10 for as long as you stay in this Site.

8 - Astral Disturbance

Something's wrong with the way the Astral Planes interact with this area, making you doubt your very own identity.

Perform a WIL test; if you succeed increase your Knowledge of the Astral skill by 5. If you fail, your mind is somehow reset to a past version of yourself, causing you to lose 5 points in a skill of your choosing.

9 - Fear Manifest

A dark presence is patent in this street, the air is thick with the smell of terror, despite only you being able to recognize it. A god of fear and dread was summoned here, you can feel it in your bones!

Perform a WIL test. If you fail, permanently reduce your Sanity Maximum by D4.

10 - Partying Goons

For the looks of it, the gangers and other dangerous folks around here have decided to party hard, without a worry in the world.

For as long as you remain in this Site,

all Street Toughs and Rogue Mages have -10 Awareness and +5 HP.

11 - Untreated Wounds

You have been careless and now your wounds are not looking good!

If you are not at full HP, your wounds are not healing properly and they could easily become infected. Reduce all healing received by 50% for the remainder of your time in this Site.

12 - Ambushed

Your enemies knew you would be here, and they have prepared for it. Striking from the shadows, you are surprised and forced to fight for your life.

Roll a Park Encounter and begin combat. You lose the Initiative for the Engagement turn, and you're forced into melee combat from the start.

13 - Mystical Barrier

An invisible force tries to stop your advance, bringing you to your knees with waves of potent nausea.

Perform a WIL (-5) test to ignore the effects, or use a spell or artifact to dispel the barrier. If you fail, lose 5 Sanity and 10 SP, as you push through it at the expense of your very own essence.

14 - Hallowed Ground

You tread upon hallowed ground without permission, and you can feel it tucking away at your essence. It demands a sacrifice.

Perform a WIL test; if you pass it, you impose your will upon the site and are free to move along. If you fail, you must obey and make a sacrifice; you slash your forearm, allowing the blood to trickle to the thirsty soil. You lose D4 HP.

15 - Fog

Out of nowhere, a fog bank surrounds you, enveloping you completely, to the point of not seeing anything beyond your arm's reach.

For the remainder of your time in this Site, you suffer a -20 to Perception, but enemy's Awareness is reduced by 20 as well.

16 - Lost

The Astral planes seem to be somehow interfering with reality here, and your senses are confused by it. A past imprint of the area seems to momentarily gain predominance, transporting you to a version of this area from a hundred years ago. You need to focus, or who knows where you'll end up?

Perform a WIL test. If you succeed, you focus your attention fully in your version of reality, pushing the Astral away. If you fail, your senses are overwhelmed and you wander about, utterly lost for a moment. Add D4 Locations to this Site.

17 - Cops

Walking around the park and sneaking about alone is apparently highly suspicious, because you're being stopped by the police, who immediately demand to know who you are and what you're doing here.

Perform a Persuasion test. If you succeed, you give them some satisfactory explanation and they leave, urging you to move along. If you fail, they consider you highly suspicious and immediately attempt to arrest you. If you resist the arrest, they will fight you; use the Guard enemy profile, you face two of them. You gain 10 Chaos. If you comply, you gain 5 Order but

are taken out of the Site, only to be released the next day after passing the night in the brig.

18 - Strange Music

At first, it's just a faint melody, something so subtle that you think you're just imagining it. But then, the sound becomes clearer, and you can hear a haunting melody, the sound echoing in the open space. It's unlike any music you've ever heard before, and it has a strange, ethereal quality to it. What is that, and where is it coming from?

You close your eyes, and focus on it; perform a Meditation test. If you pass it, you realize that a ley line is passing exactly where you are now, and it's somehow producing the music, which now seems to envelope you with almost a physical aspect to it. You regain all your VP points spent today. If you fail, the music becomes somehow unsettling, making you want to leave quickly. You lose 5 Sanity.

19 - The Pond

You come across a tranquil pond in a hidden corner of the park. The still waters reflect the light of the stars above you, and for a moment you feel like you can simply let go of your worries.

Perform a Meditation test. If you pass it, you recover 10 Sanity.

20 - The Statue

A solemn-looking statue stands in front of you, its dark features strangely out of place in a place like this. It appears to be a representation of some kind of angelic creature, but there is something unsettling about it.

Perform an INT test; if you pass it, you realize what's been bothering

you about it: for some reason the eyes are sculpted so that instead of having their natural shape, they are both, in fact, a left eye. If you climb on the statue to get a better look, you discover that you can extract the eye, revealing a whole behind. Within the socket, you find a small crystal. It looks like a magically charged Moldavite! (check *Crystal Magic*).

Discoveries

D10	PARK DISCOVERIES
1	Homeless Camp
2	Drained Body
3	Ritual Area
4	Forgotten Book
5	Last Words
6	Gruesome Discovery
7	Homeless
8	Plot
9	Crime Scene
10	Lost Page
11	Raving Lunatic
12	A Sudden Change
13	Unknown Sigil
14	Hitman
15	The Mound
16	Fainted
17	the Crossing
18	The Mime
19	Music of the Spheres
20	The Incarnated Ones

1 - Homeless Camp

Piled against an alley wall, you find heaps of old clothes, canned food and camping supplies, most likely belonging to a rough sleeper, although they're nowhere to be found.

If you decide to take a look, perform a Perception check for a roll on the Valuables table. You gain 1 Chaos.

2 - Drained Body

Crumbled against a wall, between some garbage containers, sits a pale body, discarded as another piece of trash. Should you take a look or leave it be?

If you take a closer look, you see some very precise incision marks in several points of the body. Perform an Occult Knowledge test; if you pass it, you remember reading something about the Ichorites doing this same type of thing to harvest blood for their rituals (some say to consume it). Increase your Occult Knowledge by 2. If you fail, you're simply baffled by it, not sure what to make of it. You move on.

3 - Ritual Area

Sigils and arcane symbols are drawn everywhere here, and the ground is covered in half burned candles and burnt offerings. Someone was performing a summoning here.

Perform either an Occult Knowledge or Magical Liturgy check. If you pass, learn the sigil of a spirit (roll on the Spirit table). If you fail, lose D10 Sanity as the unsettling symbols disturb you more than you would like to admit.

4 - Forgotten Book

Lying on a bench you find a small book written in a foreign language. It looks like it's been exposed to the elements for a while, but its robust leather covers seem to have protected it from the worst of it. Should you take a look at it?

Perform a Linguistics test; if you pass it, you learn that the book's title is "My Journey To Agartha", and it describes a wonderful tale of discovery and adventure through the Hollow Earth, initially too fantastic to be real, but you cannot shake the impression that there's truth to what it says. You earn 5 Occult Knowledge. If you fail the test, you cannot really comprehend much, and leave the book where you found it.

5 - Last Words

A figure lies on top of a bench, blood pooling under it. When you approach, you see that this person is still alive! They motion for you to come closer, desperately whisper in your ear, then collapse, dead.

Perform an Occult Knowledge check. If you pass, next time you find part of a ritual you find the full ritual instead. If you fail, lose 10 Sanity as the horror described by the man shakes you to the core.

6 - Gruesome Discovery

The stench of death assaults your senses as you enter a less known area of the park. The butchered remains of several people lay all around you.

Perform a WIL test. If you fail, lose 10 Sanity. If you were on a mission to find someone, you just did; if it was a rescue mission, you failed. If it was an assassination mission, someone completed it and that's all your contacts care about.

7 - Homeless

Setting up their sleeping spot for the night, a homeless person is arranging pieces of cardboard on the floor with their belongings neatly arranged to a side. Maybe

they have seen something out of the ordinary recently?

You may choose to simply walk away and ignore them, but if you decide to ask them, create an NPC profile (Seekers Beyond the Shroud, page 140), and perform a Persuasion check. If you pass, they tell you about who you may encounter in this place. For the next two encounters, you always catch your enemies by surprise. Alternatively, you may add +1 towards your goal, if you're here searching for something or someone.

8 - Plot

A couple of suspicious figures appear to be sneaking around, making sure they're not followed. Something about them tells you these are not your run of the mill criminals, though. You better take a closer look.

Perform a Sneaking test. If you pass, you get close enough to hear their conversation without being discovered. It appears they're plotting some sort of attack against one of the Sanctums belonging to the Magic Order that sent you to this Site. If you inform the order you gain 100 Favor with them, and offer you to follow up on the info you brought them, which takes you to an Abandoned Complex that is being used by Curators; all Encounter results are vs Curators, and you must clear the whole place. Completing it grants you 300 Favor. If you fail the Sneaking test, you are discovered; face 2 Curators simultaneously!

9 - Crime Scene

A dead body lies on the ground in front of you, blood still gushing from what looks like stab wounds. Before

you realize it though, the cops are here as well, pointing their guns at you!

Perform a Persuasion test. If you pass, you manage to convince the cops, who urge you to leave. If you fail though, they attempt to arrest you as a suspect. If you resist, you face 2 policemen (use the Guard profile) and earn 10 Chaos. If you comply, you're taken to the station but are released a few hours later. You fail your current Mission.

10 - Lost Page

A strange, sudden breeze brings a flying piece of paper to you. As you're about to discard it, you realize that this is no paper, it's papyrus, and by the look of it, pretty ancient!

You've found a page of the ancient tome of The Thirteen Petaled Flowering Darkness, aka The Whirling Black Flower. If you find all 13 pages of this ancient tome describing forbidden Sufic Sorcery, and if you pass a Linguistics test for each of the pages (one weekly attempt is allowed), you may learn any one spell, and be granted any spirit's boon, as if you're in the Evocation stage of a deal.

11 - Raving Lunatic

Screaming from the top of their lungs, a person is trying to attract anyone's attention, going from bystander to bystander. They seem to be yelling about how the world is actually controlled by occult cabals that wage a secret, magic war from the shadows. Who is this person, and do they pose a danger?

You may choose to simply ignore the lunatic and move on, or you may choose to confront them. If you do so, you try to defuse the situation by telling the other few

bystanders that you know this person and that they need help. You attempt to grab them by the arm to drag them away; perform a STR test. If you pass, you successfully grasp their arm and take them to a quiet corner. You ask them if they have ever heard about the Omphalos, and their eyes pop, wide open. Reason appears to return to their mind for a second, as they take a deep breath and tell you that they're once part of that community, but that they discovered the true price of serving Omphale, a price too high. The moment of clarity is gone as quick as it came though, as seconds later they shove you away and continue their diatribe, yelling at the wind. If you fail the STR test they lash at you, dealing D4 damage and disappearing into the night, screaming.

12 - A Sudden Change

As you reach inside one of your pockets for another mint, you find a strange coin. It appears to be made of silver, but it's strangely heavy. A single word stands out, nothing else etched on its surface: SOLVE. The second you read it, you notice a sudden change within you. What happened? And how did the coin end up in your pocket?

You lose 10 points from your highest Alignment, as you see the coin break away in front of your very eyes, only a fine dust remaining.

13 - Unknown Sigil

As you reach a more secluded area of the park, you notice a manhole cover has a simple yet striking sigil on it. What does it mean?

Perform an Occult Knowledge test. If you pass, you remember

someone back at the Omphalos discussing something about the secret sigils and codes hedge mages use to identify themselves or their places. This sigil here is most likely a hedge mage symbol marking the entry point to one of their safe houses. If you report it back to the Omphalos on your return, you earn 10 Favor with all Magic Orders, and your next Order Mission will be the “Teach them a lesson” mission, taking place in the Sewers & City Tunnels Site instead of a Residence. If you fail the Occult Knowledge roll, you are left wondering what it means but simply move on.

14 - Hitman

A hastily scribbled sigil immediately draws your attention, but as you approach to take a better look at it a mysterious figure emerges from the shadows, wielding a gun. They don't hesitate and attack you immediately!

Use the Hunter profile, you lose the Engagement turn's Initiative. If you defeat your attacker, you find instructions to kill you, with a photo of you. You take a better look at the sigil and realize it means nothing, and that it was probably placed there by the hitman to distract you.

15 - The Mound

A one meter tall mound stands in front of you. Its shape clearly indicates that it's man-made, but the most curious thing about it is how deeply green and lush are all the plants growing on top of it. You decide to take a closer look.

Perform a Perception test. If you pass, behind some of the vegetation you find a thick brick, carved with an unknown bindrune.

Removing the rock, you find a hole, and within the hole there's a precious white stone, wrapped in ancient linen. Perform an Occult Knowledge test, if you pass you realize that it's an enchanted howlite, a very unique one. It heals D20 HP once a day, and doesn't need any form of recharging. If you fail the Occult Knowledge test, you'll have to pay 100ø back at the Omphalos for someone to identify it. If you fail the initial Perception test, you find nothing and move along.

16 - Fainted

As you go about your business, a man briskly walking beside you suddenly seems to stop, only to pass out seconds later, out cold. Since you are the only other person around, you approach the unconscious man to see what the problem is. As you kneel beside him, you are immediately taken aback by the sight of a sigil, branded on his forehead.

Perform an Occult Knowledge test. If you pass, you recognize the symbol as one belonging to the Ordo Novi Templi. The symbol seems to burn brighter for a second, then it disappears completely. The man wakes up moments later, disoriented and not having a clue of what has just happened. If asked about the ONT, he knows nothing about it. What was all this about?

17 - The Crossing

As you wander through a particularly isolated area of the park, you suddenly feel a change. The air is somehow warmer, and things don't feel right. Your vision is somewhat blurry and you're having problems focusing on things around

you. Are you sick? Shadows seem to move right beyond the corner of your eye, and your surroundings become darker and darker.

Perform an Astral Knowledge test. If you pass, you suddenly realize that somehow you've crossed into the Shadow, the outer layer of the Astral Planes. Since you know for a fact that one cannot physically visit the Astral, that means that your body is out cold in the physical world. Perform a WIL test to center yourself and return to your body. You wake up on the ground, unharmed and slightly confused; earn 5 points in Psychic Defense. If you fail the WIL test you may try again and again, losing 2 Sanity per attempt. If you fail the initial Astral Knowledge test, you lose D20 Sanity trying to figure out what's going on, until you are so overwhelmed that your astral body dissipates, returning to your physical body.

18 - The Mime

You see a mime standing on a box in the center of an empty dog park. They are just staring into nothingness, but as you approach they suddenly turn their head towards you, their eyes locked on you. They suddenly jump off the box and slowly approach you, only to start mirroring your movements with preternatural accuracy. What is going on?

If you decide to ignore the mime, perform a WIL test; if you pass it, you continue walking, trying to walk away from them. If you fail, you stop, exasperatedly telling the mime to stop what they're doing. In both cases though the mime just keeps shadowing you. Their mirroring begins to take a darker tone though, with their movements

becoming somewhat creepy and unnatural. Perform another WIL test; if you pass it, you refrain from punching them, and move on. Increase your WIL by 1, as the mime suddenly stops, nods at you and literally disappears in front of your eyes. If you fail the test though, you attempt to hit the mime, only to somehow go through them. The few seconds that take you to go through the mime's "body" though are an excruciatingly painful experience, your mind seared with visions of dead children. You drop to the ground, the mime smiling widely while they walk away. You lose D20 Sanity.

19 - Music of the Spheres

As you walk out of a more secluded area of the park into the main path, you start hearing some faint music nearby. You continue walking and soon reach the source: a little girl, playing the violin. But this is no ordinary music; as you get closer, the notes somehow vibrate with your very soul, healing and refreshing you, almost rejuvenating you. Overwhelmed by the experience, you fall to your knees, tears in your eyes.

Recover 1 point from any lost Attribute.

20 - The Incarnated Ones

A seemingly normal couple walk a few steps ahead of you, having a quiet conversation. You're unsure why, but something about them is off; call it intuition, call it paranoia, you decide to trail them for a bit, hoping to catch some of their conversation.

Perform a Sneaking test; if you pass, you manage to approach the couple without being detected. If



you fail, they both look at you, walking away faster: you lost your chance. You may use the Astral Vision spell if you have access to it; if you do so, you realize that their souls don't seem to match their bodies, in a way you cannot explain. If you listen to their conversation, you hear them commenting something about how strange it is to be back, and that the meetings with the others are

frankly quite useful, as being all the time surrounded by Fresh Ones and their ignorant ways is tiresome. The conversation shifts to more mundane things shortly after, but you cannot help to think there's more to this. You follow them a bit longer but they seem to be heading towards the park's exit, so you must call it a day if you want to continue doing what you came for. Gain 1 Occult Knowledge.

CRYSTAL MAGIC

Crystal Magic is a very elemental form of magic. Popularized by the New Age movement and commonly associated with Hippy spiritual nonsense, the power of crystals is generally overlooked and dismissed. A person who has reached enough adeptness in the control of their Vril can most definitely benefit from the varied and subtle properties of the different crystals and stones. Not every stone is valid, and they must all undergo a process of purification and adaptation that opens the crystal or stone up to receiving Vril, thus activating its properties. Nowadays, most adepts don't really bother creating their own magic crystals, opting to simply purchase them at the

Omphalos or any of the other centers of power.

USING A MAGIC CRYSTAL

Activating a magic crystal is something very simple; one must simply concentrate on it and pour their vril into it. Crystals need to be charged this way on a daily basis, to keep their power from dissipating. On practical terms, this means that a PC must spend 20 VP in order to keep a crystal's power active for 24 hours.

CRYSTAL LIST

The following crystals are easily available at the Omphalos (unless a roll on the Daily Events table on page 108 causes some type of trade disruption) for the price of 1,000ø.

- **Amethyst.** Re-roll all failed Meditation tests once.
- **Aquamarine.** May re-roll a failed Sneaking test once a day while trying to avoid combat.
- **Black Tourmaline.** Grants 1 Armor.
- **Bloodstone.** Grants 10 extra VP while active.
- **Carnelian.** Increase your STR by 1.
- **Citrine.** Re-roll a physical encounter result once a day.
- **Garnet.** Deal +1 damage per attack.
- **Goldstone.** Each time you earn obols, you earn 10 more.
- **Howlite.** Heal D10 HP once a day.
- **Jade.** Re-roll all failed spell-casting tests once.
- **Labradorite.** Removes one Condition once a day.
- **Lapis Lazuli.** Re-roll all failed Magical Liturgy tests once.
- **Moonstone.** Lessens the loss of Favor from refusing three Order Missions in a row, from 200 to 150 Favor.
- **Moldavite.** Re-roll all failed Perception tests once.
- **Onyx.** Re-roll a failed defensive roll once per day.
- **Opal.** Re-roll a failed Alchemy test once a day.
- **Peridot.** Grants 10 extra SP while active.
- **Tiger Eye.** May re-roll any failed roll, once a day.
- **Unakite.** Ignore the loss of 2 Sanity a day.
- **Quartz.** Re-roll all failed Persuasion tests once.

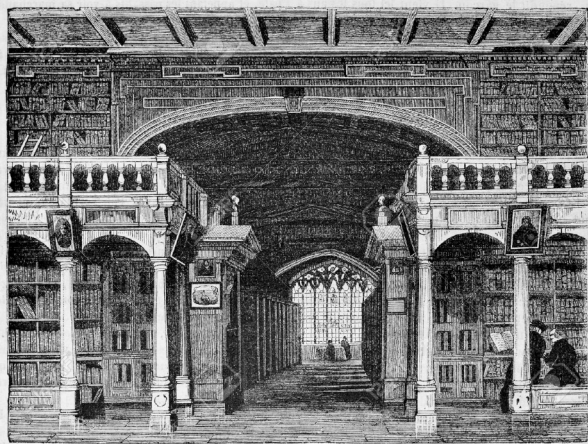
THE NEWCOMEN LIBRARY

The Newcomen Library (named after its founder, Thomas Newcomen, known to the outside world as the inventor of the atmospheric engine) is housed in one of the Omphalos' largest areas, in what originally was a natural cavern. Collecting over 500,000 titles, it is a veritable treasure trove of occult knowledge. Most of the lost grimoires and treatises found by adepts are deposited here for their study and preservation, as well as all the new titles of interest being written nowadays. After his successful career in the business world, Newcomen disappeared from public life in 1718 and retreated to the depths of the Omphalos, where he discovered an old cache of books belonging to the now-defunct Praetorian Guard, who had seemingly stored them there during the pre-Omphalos conflicts, only to forget about them afterward. These books only raised more questions though, and soon Newcomen had a whole network of adepts hunting lost tomes and grimoires all over the world, slowly enlarging his collection. After his death in 1729, the Omphalos leadership took over the library, which became the Omphalos' official

occult library in 1730. Now, centuries later, the Newcomen Library collects the largest and most up-to-date collection of practical and theoretical esotericism in the world.

Accessing the Library

Many students of the occult request access to the Library on a regular basis, and after a few scares in the past (like when in 1965 a young dilettante borrowed an original copy of *Pseudomonarchia Daemonum* and forgot it at a bus stop), new policies have come in place, and one must come recommended by an Order representative to access the place. In practical terms, this means that one must be at least Rank I with any order before they'll be granted access to the Library. A hefty fee of



3,000ø must also be paid for the right to study any title within the library. Paying 5,000ø secures you the services of one of the librarians, who will find for you anything you are after.

Findings

Once you've gained access to the Newcomen Library and paid your initial fee of 3,000ø, you must spend a whole day there searching for something useful. You must then roll on the following table to reap the benefits of your work.

If you choose to hire the services of a librarian (which, as we mentioned previously, costs 5,000ø; this includes access to the library), you may directly choose one of the results from the Library Finds & Benefits table.

D10 LIBRARY FINDS & BENEFITS	
1	+2 Alchemy
2	+2 Astral Knowledge
3	+2 Occult Knowledge
4	+2 Linguistics
5	+2 Magical Liturgy
6	A Ritual of your choosing
7	An Alchemical Formula of your choosing
8	A Spirit's name of your choosing
9	A Spirit's sigil of your choosing
10	Choose one of the previous options freely

PERSONAL TUTELAGE

The Omphalos is a place of discussion, experimentation, and learning. There is a reason why most magicians decide to side with the Omphalos (aside from the right to be able to practice magic more or less freely): if one needs to learn and perfect something, chances are one will be able to find a tutor for it at the Omphalos.

A character that wishes to increase their expertise with one of their skills must first check if there's a tutor available. This is done by rolling a D100; if the result is higher than the skill's score the character wants to increase, they

find a tutor. If not, they must wait D10 days and try again for that same skill. Characters are free to check if there are tutors available for different skills if they haven't found one for a specific skill.

Once a tutor is found, the PC must pay a fee of 2,000ø to and spend the next D6+5 days studying with them at the Omphalos. After the studying period is complete, the PC may increase the chosen skill by D4 points.

INJURIES

In order to both avoid a character simply being killed once their HP is reduced to 0, and to give the game an extra layer of flavor and interesting gameplay, we are introducing a new combat mechanic: **Injuries**. The key concept is that injuries shouldn't be seen as a punishment, but as another option that you as a player can take advantage of. Once per combat, whenever your character would have their HP reduced to 0 due to a fatal wound, you may choose to ignore that damage and take an injury instead.

If you choose to take an injury (and who wouldn't, confronted with the possibility of death?), roll on the Injury Severity table. Receiving a Minor Injury causes a character to lose 10 Sanity, while a Major Injury causes the loss of 20 Sanity.

Healing Injuries

In order to get rid of the effects of a Minor Injury, you must successfully pass a First Aid test. A Bandage is required as well.

Unfortunately though, the effects of a Major Injury are **permanent**. On top of that, receiving twice an injury that supposes the loss of a body part (an eye, an arm) means your character is no longer really fit for adventuring and must retire.

D20	INJURY SEVERITY
1	Wound to the head, instantly killing you. You're dead
2-6	You receive a Major Injury
7-18	You receive a Minor Injury
19	You are Stunned, but otherwise unharmed
20	You somehow avoided all damage

D10	MINOR INJURIES
1	Bruised Chest. Reduce your CON by 1
2	Damaged Leg. -1 DEX, you always lose Initiative
3	Impaired Arm. -10 to all actions
4	Slashed Fingers. -20 to all combat actions
5	Shock to the head. Reduce your INT by 1
6	Slashed ear. -20 Perception
7	Deep cut. -1 HP/turn
8	Weakened. Your attacks deal -2 damage
9	Concussion. You may not skill-up
10	The blow was savage but somehow it only hit your armor, completely destroying it

D10	MAJOR INJURIES
1	Brain Damage. Lose 20 Skill points of your choosing
2	Trauma. Each time you confront the type of enemy that caused this, you must pass a WIL (-5) test or run away
3	Damaged Nerves. Roll a D6 every turn, a roll of 1 means you cannot act during your turn
4	Lost eye. -20 to Ranged combat, -10 to Perception
5	Lost arm. -1 DEX, cannot use two-handed weapons
6	Damaged Lung. -1 CON
7	Lost Leg. -1 DEX, always loses initiative
8	Terrible scarring. -1 CHA
9	Damaged Tendons. -1 STR
10	Weakened Constitution. +1 to all damage received from now on

Seekers Beyond the Chroud

NUCTEMERON Hour I

- Outdoor Sites
- Crystal Magic
- The Newcomen Library
- Personal Tutelage
- Injuries



Blackoath
Entertainment