The Book of Tomes

This is the Codex of the Librarian, known as the **Keeper of the Tome,** **Quill-Bearer,** and the **Frenzied Second Magus.** He tends to the inscrutable library beneath Isha, and the nature of all magic at the disposal of the Pact. He is of an obsessive and creative temperament, and he is governed by the metal **Silver** and the celestial body of **The Moon**. It is said the first Librarian was the one who proposed the Pact to the others, and was the only one who recognized its importance for the safety of magic. He is the only Wizard allowed to alter the very nature of magic itself, expanding upon the texts of old.

Part I: The Librarian

# Might & Trappings

|  |  |  |  |
| --- | --- | --- | --- |
| **2** | **2** | **3** | **0** |
| Fire 🜂 | Air 🜁 | Water 🜄 | Earth 🜃 |
| **Special:** You have an extra silver D10, which you must roll alongside your other dice whenever you cast a spell of Arcane or greater Import. | | | |

**Your humble magic, performed at your will and whim without any incantation, allow you to:**

* Animate any book near you to flight, or to orbit about you slowly, or to flip to the page you seek immediately.
* Silence any conversation, snuff out any lights, force everyone to focus utterly on a single object of your interest.
* With your Pact-Fragment, you may reveal the presence of any magic and instantly dissect it to seveal its components for the purposes of spellcraft and study.

**You possess a set of ancient treasures, which you may call upon in times of need:**

* A vast cloak the color of the night sky, with countless pockets for small trinkets, useful tools, and the occasional lonely chapbook.
* A collection of glues, tapes, and inks, which when properly applied to any book may restore the text to their original glory, repairing holes and revealing what swords once lay upon the page.
* A set of candles which burn a ghostly blue, through which light magical spells reveal themselves, glamors are undone, and specters make their presence known.
* A pair of reading glasses, frequently misplaced.

*You also possess…*

* This Codex of magic, filled with the notes of Librarians past.
* Comfortable flowing robes, which demonstrate your wizardly rank.
* Any materials needed for your wizardry, such as (but not limited to) herbs, ink, paper, candles, chalk, etc.
* Any accessibility tools or mobility aids, such as (but not limited to) glasses, **canes**, wheelchairs, ear trumpets, etc.

# Mood & Temperament

**For each question, massske your choice on behalf of your Wizard, and mark down the resulting values of your Elemental Circles:**

*Should your answers ever change, adjust your Circles accordingly.*

* You have spent your life in the service of the library. In its halls, I find **comfort** (+1 Air)
* The Sorcerer speaks to you of secret plans within the realm of dreams. Unlike him, I think **magic is learned for the sake of learning** (+1 Fire), not service to a greater mission, for what better mission is there to learn?
* Within your studies you have encountered many explanations for magic. Personally, I believe **we were taught magic by the Devil, and stole it from him** (+1 Fire).
* While there were once many magicians across the world, now this Pact represents the only seven left. I **mourn the loss of magic to history** (+1 Water); that such a glorious and splendid thing has fallen so far as this.
* Death, the Devil, dreams — so many powerful forces tempting wizards to stray from the proper path. Ultimately, these are **tools to be reached for in their proper time** (+1 Water), for it is the nature of a Wizard to surpass any constraint through the application of their brilliance.
* When a fellow wizard comes to you seeking access to my Library, I **grant it to him, albeit reluctantly** (+1 Water), for they know not the danger that lurks in its treacherous, twisting aisles.

**Your fragment of the Seven-Part Pact is a quill, but in your hands it takes another form:**

* A crystal orb that floats upon a bed of mist in your hands. *(+1 Air)*

# History & Secrets

**Your master taught you the practice of true magic, although he is now dead. How did he teach you? How did he die? Choose 1 which is known and, perhaps, 1 which you have since learned in your research.**

* Your master was a lunatic, who insisted you practice eccentric research habits and intentionally lose books. One day he stripped off his clothes and ran screaming into the library, never to return. [KNOWN]
* Your master was a brilliant researcher, with eccentric theories and a vision of a new way for magic to function. He was betrayed by others of the Pact who lacked his vision (perhaps the Sorcerer's master?) [SECRET]

**You are a man, as all Wizards are. However within your heart you know:**

* You are the oldest of the wizards, your mind at the edge of collapse, and your body a shriveled mess.
* *You are a young academic, overwhelmed and overworked, already graying in the hair.*
* You were once a woman, but through the study of magic you found ways to become a man and abandon your femininity.
* While everyone knows you as a man, it's the result of a paranoid and complicated ruse which at any moment could collapse.
* While you are known as a man, you distract yourself from the fear of womanhood through your research.
* You are neither man nor woman, although perhaps you were once, but your memory grows so scattered, the library takes so much…
* There is an even greater secret, which is for you and you alone.

**Magic changes those who work with it. Choose 1 which has been true for many years and 1 which is very new:**

* *Countless arms sprout from your shoulders, allowing you to hold many books at once.*
* *Some other transformation, representative of the influence of the Library -- <My Tongue is Thrice-tipped and my speech is wroughturgid with palpable profundensity of verbossification>*
* Your eyes are blind, but you no longer need to see; the books whisper their truths to you.
* The tips of your fingers function as pens, and your blood has been replaced by ink.
* Your legs have merged into a long slithering tail, covered in silver scales.
* Your skin is covered in notes and markings, reminding you of some of the hidden corners of the Library.
* You no longer need to eat or sleep, nourished by the constant influx of the Library.
* You have a perfect memory.

**Your name within the Seven-Part Pact is:**

* A name gifted by your master upon your ascent into the rank of Librarian.

**High-Academician Sollex Pseudo-Dwermotniaed**

* *A nickname given by your students at the college.*

Part II: The College & Its Allies

# The College Upon The Marble Isle

**The Marble Isle is the place you call home, the entrance to the Inscrutable Library. When you take time to sit present with the history of your isle, choose up to 1 which is just a rumor, and add another truth.**

* The Marble Isle was once a gleaming tower, but it long ago sunk beneath the waves, such that only the uppermost entry to the Inscrutable Library sticks out.
* The Marble Isle is called such for the countless broken marble statues and stonework that cover its ground, from the white sand of the beach to the forests of columns within.
* The Marble Isle is where many nobles send their children to learn the secrets of the world; even if they cannot learn true magic, they may study the wisdom of the Library.
* The Librarian is not the highest-ranked of the professors within the College, but he is the most respected by far.
* Few fishermen dare fish near the Marble Isle, for they fear what will happen if they touch even a single waterlogged book from the Inscrutable Library.

**The Librarian's college sits within the Marble Isle and serves as your private Sanctum from the outside world. When you take time to explore and measure up your Sanctum, choose up to 1 which you have no need for anymore, and add another detail.**

* The Marble College is the greatest site of learning in the present world, for with its access to the Inscrutable Library, all knowledge may be taught and accessed.
* Your own studies are at the top of a winding tower in the far corner of the college, at the edge of campus.
* Your study is filled with so many books and scrolls that you can hardly walk from one end of it to the other, and you must move several projects just to sit down.
* The central room doubles as a classroom, and there's always students bothering you for help with their research.
* Your living chambers are sparse and uncomfortable, with more room dedicated to books than to beds.

# Companions of the Librarian

**The work of a Wizard can often be a lonely one, but you are not alone. Choose at least 1 who works at the college and at least 1 who has become fixated upon the library, and assign them areas of Care. Develop them further when you have time.**

* Your wife, who knows the Library's organization far better than you. [FIRE+EARTH]
* Your child, still naive to the responsibilities of magic.
* Your sibling, who studied alongside you in the College.
* Your best friend, who values your thoughts more than your power.
* Your dean, who guided you through your academic career. [EARTH]
* Your familiar, who perches on your books. [WATER]
* Your students, who scramble over themselves to help you. [AIR]
* Your homunculus, sculpted by magic to serve you.

**While you are a wizard, you are also mortal, and as a mortal you must be cared for. For each of your Companions, choose one or more areas of your life they Care for. You don't need Care if you have a zero in the associated Elemental Circle.**

* Your daily life, providing clean clothes, food, and a tidy Sanctum. *(Earth)*
* Your emotional life, providing intimacy, compassion, and comfort. *(Water)*
* Your private life, providing security, relaxation, and a sense of freedom. *(Air)*
* Your creative life, providing conversation, inspiration, and imagination. *(Fire)*

Should one of your Companions ever depart, die, or become unwilling to provide their Care, you must do so yourself. Each month you must spend time fulfilling or handling the missing Care, often in a sloppy, self-destructive, or vice-filled way. If you don't, the associated Elemental Circle is reduced to zero this month. You may spend time with one of your Companions to gain +1 in the associated Elemental Circle, or have a scene with them to ask them for a favor.

## Your Prentice -- “Colostrum”

**Each Wizard has at least one Prentice, a child who is learning the nature of magic from him. Choose 1 to describe the truth, and 1 lie that you told him.**

* He is your child, bearer of your surname, and a constant failure.
* His mother abandoned him at the university, and you took him in. [LIE]
* He is of noble blood, and his family back at court are incredibly proud of him. [TRUTH]
* You found him lost in the Inscrutable Library, his mind destroyed by knowledge, and you nursed him back to life.
* He was your star student at the college, the only one who even somewhat impressed you.
* You stole him from the rest of his family, for you saw the potential of magic within him.
* You care for him as a favor to another Wizard, but think little of him.

The first time your Prentice appears beneath the Celestial Audience, ask the table who will wish to play as the Librarian next, when you pass. If no one else, this may be the Faustian. Instruct him to make further choices as the Prentice and develop him further. **You should not create your Prentice yourself.**

## Developing Your Companions

### **Your Wife - “Blevinella of Thlawl”**

* How did you meet your wife? What is her name?
* What secrets does your wife understand which you cannot grasp?
* Organisational skills, boundless vision, music
* What field does your wife study? *or* In what practice does she instruct others?

### **Your Dean – “Gorbus Bloodfrown”**

* What has age taken from your dean? What do you call them?

I call my dean ‘Gorby’, in memory of his elustrious career as a tapdancer, its use graces me with a autumnal smile upon his be-wrinkled jowel as he has long since lost functionality of his feat.

* What respite did their wisdom give you from your master?

He actually directed me to the good books on magic theory, when my master gifted me with oblique dream-riddles and estoterrica on pataphysics.

* What are their responsibilities to the college? *or* How do you care for them in their old age?  
  He singlehandedly runs the athenueum with a fist of adament and an eye of porphyrin.

### **Your Familiar - “Gonk”**

* What form does your familiar take? What do you call it?  
  A glowing and ethereal octopus called ‘Gonk’, the size of a large cow.
* How does your familiar communicate with you?

Strobes of colour and chimes of music

* How does your familiar aid you in your magic? *or* How does your familiar navigate the library?

### **Your Students – “The Nibs”**

* What club have your students formed around you? What do you call them?

*“The Nibs”*

* What do your students crave from you?

*Affirmation and Knowledge*

* Which small bits of magic have you taught them? *or* What do they do that annoys you most?

### Your Child

* Which gender do you know your child is? What is his or her name?
* What is it about magic which your child is still naive to?
* Why is your child not your prentice, despite their wishes? *or* Who acts a surrogate while you're busy?

### Your Sibling

* Is your sibling older or younger than you? What is their name?
* Why wasn't your sibling chosen to be Librarian instead of you?
* What role does your sibling play in the college's operation? *or* What does your sibling envy about you? Gunge

### Your Best Friend

* How do first impressions often deceive your friend's nature? What is their name?
* What gift does their presence give you which no one else can provide?
* What big research project did the two of you embark on? *or* What intellectual disagreement can you simply not see eye to eye on?

### Your Homunculus

* How did you or your master sculpt your homunculus? What do you call it?
* How has your homunculus disappointed you?
* What knowledge fascinates your homunculus? *or* Why can it never be your real child?

Part III: The Inscrutable Library

# Entering The Library

**The laws of the Library are enshrined upon the entrance, and failure to follow them will place you in tremendous danger while engaging in research. Choose 1 which must always be followed, and ask the Star-Keeper to choose 1 as well:**

* **Do not raise your voice above a whisper. [\*]**
* Do not handle books without gloves.
* Do not expose books to direct sunlight.
* Do not bring food or drink into the Library.
* Do not unchain the bound books on the 15th floor.
* **Do not explore the Library without a light.**
* Do not fall asleep in the Library.

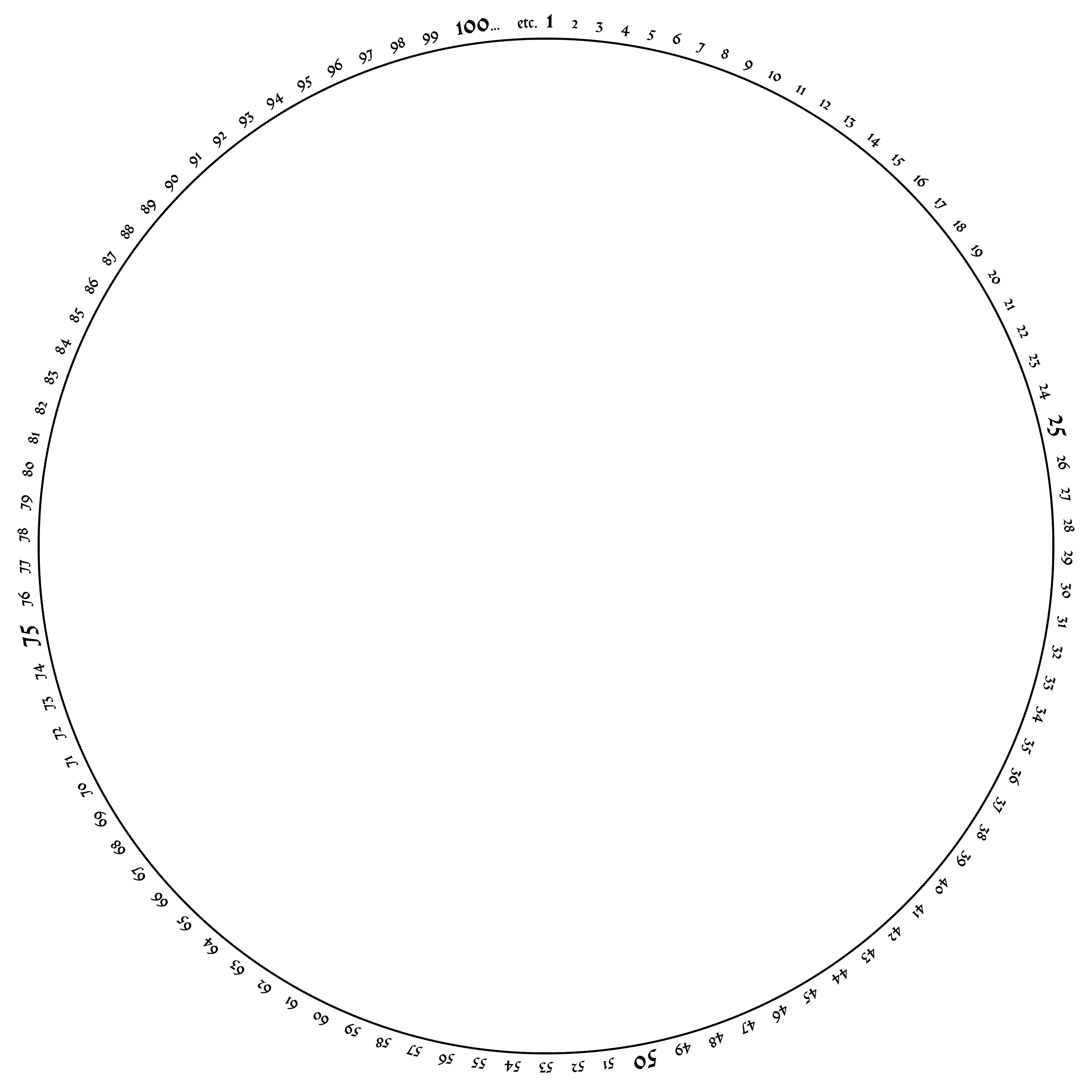
**The Inscrutable Library is composed of countless floors, which some enterprising Librarian managed to document the first one hundred. However, they will frequently move or overlap, rendering the numerical system always out of date, and there are hundreds more floors than just those documented plunging deep beneath the earth.**

**Mark floors that you especially enjoy visiting and those you avoid if possible.**

1. Encyclopedias, almanacs, dictionaries.
2. Bestiaries, dissections, biology. **\***
3. Other lands outside Isha, sociology, travelogs.
4. Geology, mining, economics.
5. Mathematics, physics, alchemy.
6. Prestidigitation, simple card tricks, parlor magic.
7. Sculpture, architecture, stone-masonry.
8. Painting, artistic biographies, various studies.
9. Winds, weather, meteorology.
10. *This floor was flooded due to an arcane accident and all books are illegible.*
11. Comedies, tragedies, theatrical scripts.
12. False dictionaries, wrong maps, outdated references.
13. Romance novels, chivalrous adventures, penny dreadfuls.
14. Eyes, ophthalmology, mystical visions.
15. Cursed grimoires, hungry books, oneirophages.
16. *This floor is filled with noble student-gangs sick with Historians Neurasthenia*
17. Meditations, self-reflections, fragmented notes.
18. Fermentation, beer and ale, wine-making.
19. Geography, zoning records, map-making.
20. Etiquette, noble crests, historical fashion.
21. Unsorted gifts, loose books, *need a home.*
22. Arcane biographies, family trees, journals of past Wizards.
23. Dream-stories, fever hallucinations, meditation rituals.
24. Music, musical instructions, instrumental diagrams.
25. Magical history, fairy politics, storybooks.
26. Any books banned by the King of Isha. \*
27. Children's books, child-games, paedology.
28. Prophecies, apocalypses, eschatologies.
29. Pornography, erotica, sexual guidebooks.
30. Religious scrolls, prayers, theology.
31. Court records, legal systems, books of historical and present rulings.
32. Failed theorists, false kings, historical detritus.
33. A hand-picked selection of your master's favorite books. **\***
34. Poetry, sonnets, thesauruses.
35. Transfiguration, shape-shifting records, lunar charts.
36. Blank books, unbroken ciphers, cryptic scrolls.
37. Astrology, astronomy, star-charts.
38. *While all of these books are connected, the original thematic overlap has been misplaced.*
39. Dissertations, meta-documentation, attempted library catalogs.
40. Smithing, metal-working, engineering.
41. Philosophy, determinist theorizing, assorted solipsisms.
42. Newspaper archives, political pamphlets, propaganda.
43. Flower-pressing, bouquet arrangements, wildflower records.
44. Devil stories, demonologies, forbidden summoning goetias.
45. Recipe books, ingredient lists, witch potions.
46. Books about flying, books which fly, flocks of errant novellas.
47. Animal husbandry, crop cultivation, farming traditions.
48. Hrotingtales, arctic myths, viking anthropological studies.
49. Calligraphy, ink manufacturing, illuminated exercises.
50. Paper samples, bookbinding guides, practice books.
51. Blank books, *kept empty for defensive reasons.*
52. Pyromancy, explosive texts, quarantined codices.
53. Books about flies and ticks, entomology, microscope documentation.
54. Pattern-books, studies on repetition, monologic echolalia.
55. Needlework, sewing patterns, textile traditions.
56. Heretical religious claims, prayers to false gods, schism manifestos.
57. Puzzle-books, maze illustrations, real labyrinth traps.
58. Unsent letters, absent epistolaries, unfinished correspondences.
59. *Claimed by a rival sect of Librarians, currently not under your control.*
60. *Contested territory between the college and the rival library-cult.*
61. Carpentry, woodworking, furniture arrangement.
62. Decorative books, hollowed books, books which contain weapons inside.
63. *A floor of books which some previous Librarian loathed and tossed in great piles here.*
64. Phenomenology, dream-buildings, platonic ideals.
65. Fungi, mycology, system analysis.
66. Anthropodermic bibliopegy (both theory and practice), manhide texts.
67. Poisons, medicines, traditional tinctures. **\***
68. A complete copy of *The Rise And Fall of The Triarchy Of Ur* (all 125 volumes).
69. Falsified records, fraudulent biographies, faked primary sources.
70. Boat construction, knot tying, sailor shanties.
71. Runes, historical writing systems, partially-translated magical texts.
72. Failed masterpieces, unfinished dissertations, post-mortems.
73. Miniature worlds, experimental books, wondrous artifacts.\*
74. Joke books, pranks, clowning guides.
75. Tidal movements, lunar charts, historical records.
76. Necromancy, death rituals, decomposition.
77. Illusory books, ghostly tomes, phantasmagorias.
78. Midwifing, unsolved murders, *strange bedfellows.*
79. Shahrazad-esques, books which contain smaller books, dangerous entrapping texts.
80. Palimpsests, memories of books, second-hand accounts.
81. Polemics, scathing dismissals of other books, spiteful arguments.
82. Books by children and madmen, rambling documentation, scribbled illustrations.
83. Personal diaries, shameful exchanges, transcripts of secret conversations.
84. Jewelry-making, filigree designs, ancient forgotten metal-working techniques.
85. Studies on forgetting, elusive texts, stories which cannot be recalled.
86. Pattern-books, studies on repetition, monologic echolalia.
87. Census records, zoning laws, archives preserved for Ishana's municipal government.
88. Poisoned books, blackened grimoires, leaking out grieving magic.
89. Gardening, seed collections, herb cultivation.
90. Lost books, books presumed missing, translations of untranslatable texts.
91. Self-perpetuating texts, books actively writing themselves, obsessive mind-traps.
92. Archeology, fossil records, reconstructive bestiaries.
93. Books presumed destroyed, burnt rescued copies, books other librarians demanded purged.
94. Books carved into mirrors, reflective scrolls, soul-trapping grimoires.
95. Psychology, neurology, experimental documentation.
96. Books on beetles, wasp studies, butterfly walls.
97. Books trapped in the form of people, tattooed books, a lonely prisoner.
98. Misprinted religious texts, embarrassing typos, forbidden mistakes.
99. *A locked floor, the key went missing three hundred years ago.*
100. Atrocity documentation, books about misery, history of the Tragedies.

*… and so on, forever.*

# Tending To The Library



You mazy spend time each month to make one of the following changes to the Library. The change will take effect next month:

* Rename a floor of the Library to more accurately describe what lies within.
* Remove a superfluous floor of the Library, sending its books to other floors.
* Discover a new floor deeper in the Library, and declare its focus or nature.
* Create a shortcut to a deeper floor attached to an earlier floor *(each floor may only have one shortcut)*

Whenever you or any other Wizard seeks to learn more from the depths of the Library, look through all of the Floors you know of and determine which is most likely to contain the knowledge you seek. To travel to such a floor, one must spend a week of Time for every 25 floors they must descend through. If there is a shortcut available to that floor, then one must only spend enough time to reach the shortcut.

# Watching The Stars

The Library is capricious and ever-shifting, changing its nature and warping underneath your feet according to the whims of the stars. Its behavior can be predicted when certain celestial bodies are in alignment with **the Sun.**

Whenever **Mercury** is in alignment with **the Sun**, the books are feeling restless and excitable. Choose any floor in the Library and draw a shortcut between it and any other floor — you may reach it by traveling to this shortcut instead.

Whenever **Venus** is in alignment with **the Sun**, the books reveal secrets about the Isles of Isha. Choose another Wizard and inform him that knowledge about his Isle or Sanctum lies within your Library, and ask him what subject it may be speaking of. If either you or him chooses to venture to a relevant floor and research his Isle or Sanctum, whoever did may update the list of Facts within that section of his Codex. If neither of you choose to, then at the end of the month, open his Codex and add a new Fact detailing negative, disastrous, or distressing information about his Isle or Sanctum.

Whenever **Mars** is in alignment with **the Sun**, the books reveal secrets about the Domains of other Wizards to you. Choose another Wizard and inform him that knowledge about his Domain lies within your Library, and ask him which portion of his Domain does it refer to. If either you or him chooses to venture to a relevant floor and research his Domain, whoever did may update the list of Facts within that section of his Codex. If neither of you choose to, then at the end of the month, open his Codex and add a new Fact detailing negative, disastrous, or distressing information about this part of his Domain.

Whenever **Jupiter** is in alignment with **the Sun**, the Library calls to you, and you crave a deeper knowledge of the world. You must spend time researching *something* within your Library; if you don't, then you must instead describe a memory about your Companions, your old master, your Sanctum, or yourself, to the rest of the Pact. You have misplaced this memory, and cannot recall it again.

Whenever **Saturn** is in alignment with **the Sun**, the library is vulnerable to ruin. Choose a floor you have traveled to previously and strike it from the Library. Tell the other wizards which force (rebellious students, flooding, oneirophages, etc.) took over the floor.

Whenever **the Sun** is alone, with no other celestial body in alignment, knowledge from your Library has escaped into Isha. Create a character who is a practitioner of magic (perhaps a former student, or a thief, or a witch) and choose two other Wizards' Domains which they are active within. Every month they are alive and casting spells, create a consequence in each of those Domains to reflect their wanton use of magic. You may try to confront them and somehow end their practice of magic in a scene.

# Scholarship on Magic

In your role as both Librarian and Tome-Keeper, it is your responsibility to advise other Wizards on the precise details of their magic, clarify the ancient Grimoire, and add to a vast conversation stretching forward and backwards in time with all other Librarians within the Pact. You and you alone are permitted to write within the Grimoire of magic, and it is your commentary within that Grimoire which guides the Pact. You may make notes within the Grimoire under the following circumstances:

* When you are asked a question while a Wizard is casting a spell and wish to record your ruling.
* When you spend time traveling to a relevant floor of the Library, as part of research.
* When another Wizard comes to you with a request during a scene.

These changes exist in the form of footnotes and marginalia. You cannot cross out or add any words to the text of the spell itself, but instead add to the body of scholarship already present from Librarians past upon the spell. These clarifications will help shape the text that is present and provide wisdom for all who cast spells in the future.

## Multiples Copies of the Grimoire

Sometimes there will be multiple copies of the Grimoire floating around the table, in situations where it would be inconvenient for the Celestial Audience to all share. In that situation, make clear which copy of the Grimoire is authoritative, and contains your marginalia. Other Grimoires are copies, and while they will still be accurate with the text of magic itself (and some enterprising Prentices may even choose to transcribe notes from one Grimoire to another) they might lack your clarifications.

## Disputing Clarifications

If another Wizard feels your addition to the Grimoire is too far-reaching or too disruptive for the original text of the spell, you may invite him to discuss it at the Wizardmoot. While you are the ultimate arbitrator of magic, your other Wizards are themselves quite wise, and it would do you well to listen to their advice.

## Adding New Spells to the Grimoire

The Grimoire, despite all its knowledge, contsains only a small fragment of the collected wisdom of the great Wizard empires from before the Tragedies. There are many sources of new spells for a Librarian to discover — perhaps you wish to write them yourself, or find them in some other text penned by some other Wizard, or from some repository in some faraway archive. Other Wizards may also present to you spells which they have penned or acquired, through similar means.

When you pen, receive or find such a spell, review it carefully to ensure it encourages the sorts of play you find interesting, if it aligns with your perspectives on the functioning of magic, if it feeds into the ways you want magic to function within the Archipelago, and make any changes necessary to ensure it speaks to you.

Once you are satisfied with the spell, present it before the Wizardmoot and inform the Pact that it will enter the Grimoire. Only one spell may be present each month in this fashion, and once presented, all Wizards present will discuss and vote on whether it is *Safe* or *Dangerous.* If at least two Wizards believe it to be Dangerous for any reason, then the Spell will be declared Forbidden Magic, and its casting is definitionally a violation of the Pact, and may be punished as such.

Part IV: The Quill-Pact

# The Celestial Audience

Whenever the Librarian is not physically present in an interaction, you still operate in a second capacity as **The Celestial Audience.** As the Celestial Audience, you may introduce new characters, pose challenges to your other Wizards, and fill the world with a sense of vibrancy and truth.

**In your part as the Celestial Audience, you have the following Agendas:**

* Describe the operations of magic and its consequences, the throughline of power which connects everything in the cosmos, the way magic ripples outwards from the Wizards.
* Challenge the Wizards of the Seven-Part Pact, position the consequences of their magic, pass judgment on their use of magic.
* Fill the world with a sense of life, coherency, and vibrancy.

In your role as the Celestial Audience, you govern over certain rules pertaining to your Domain, which are found later in this part of the text. Turn to them when the matter arrives, and serve as their fair and neutral judge. **Your responsibilities include:**

* Resolving disputes about the function of magic and its edge cases .
* Mediating the use of magic to violate the rules of the Domains and the other structures as presented.
* The mechanisms of action and power for other practitioners of magic, creatures of pure magic, and even Wizards beyond the Seven-Part Pact.

# The Rules of Research

When a wizard (any wizard, including you) reaches one of the infinite floors of the Inscrutable Library, they may engage in research, and ask questions of the Celestial Audience and of the Library. When a Wizard does so, you have the following additional responsibilities:

* Respect the limits of the knowledge contained upon the Floor.
* Honor the Wizard's request and what he seeks.
* Give each other Wizard at the table space to provide additional knowledge.

When a Wizard engages in research, he poses a question to the rest of the Pact. Then, going across the table, each Wizard operating within the Celestial Audience answers:

* The Gate-Keeper provides any information connected to his Domain, the Gates of Death, and the functions and rituals of Death. He may also make note of anyone who has died in pursuit of this knowledge.
* The Flame-Keeper provides any information connected to his Domain, the people of Isha, the traditions and cultures of the archipelago. He may also make note of anyone in the city who is familiar with this area of study.
* The Throne-Keeper provides any information connected to his Domain, the royal court, or the will of the King. He may also mention whether the acquisition of this information has been forbidden by the King.
* The Sea-Keeper provides any information connected to his Domain, the seas and skies, or the fairy courts. He may also mention any folk knowledge or sailor's secrets tied to this information.
* The Chain-Keeper gives the bad news, what is missing from the record, what has been taken or stolen away. He creates a limit for the question, defining what cannot be properly answered.
* The Tome-Keeper gives the rest of the information that he can, filling in the gaps left by the rest of the Celestial Audience and presenting a full account of the information sought.--­
* The Star-Keeper synthesizes everything which has been spoken and delivers a single clear answer to the original question.

The form of this ritual is up to the Celestial Audience. They may act succinctly and clearly, or vaguely and spiritually. Any Wizard which is present for the research may answer his own portion of the question himself, or skip over his responsibility.

As the Librarian, you may often find yourself engaging in research yourself. As you are responsible for the full answering of the question, the answer you seek may be more generous to you than it would be to others.

# Interpreting Magic

When a Wizard casts a spell and receives a set of outcomes of which he is uncertain, he will turn to you for wisdom, and it is your role to help guide this interpretation. When you are called to do so, you carry the following additional responsibilities:

* Respect magic's previously established limits, the scope of the spell, and your sense of its operation.
* Respect the effort and force the Wizard has poured into the magic, and the urgency of the situation.
* Closely read and represent the text as written, the precise wording of the spell, and ways to interpret it.

Sometimes you will be able to give a Wizard good news, and inform him his interpretation will work how he wants it to. Sometimes you must provide bad news, and inform him that the spell will not function how he hoped it would. This disappointing news is ultimately critical for the functioning of the Pact, for the most exciting moments of a wizard's existence happen when he is forced to improvise a back-up plan.

It is also important to remember that this act of interpretation does not solely fall upon your shoulders. Instead, you may request assistance from the table as a whole or from a particular Wizard whose Domain most firmly ties to the spell's interpretation. Draw freely from the Gifts and Consequences to invent this impact.

Through the interpretation of spells, you will wish to provide both gifts and consequences for other Wizards. You are not an expert on any of these — no one knows their own Domain better than the Wizard himself, and no one knows Consequences better than the Chain-Keeper. Work with the Chain-Keeper to invent consequences as a result of magic (with larger and more thoughtless magic warranting larger consequences) and trust a Wizard when he describes what Impact this may have on his Domain.

Frequently the consequences a spell creates will be for everyone besides the Wizard in question. For instance, a Warlock may use a Malediction to kill a powerful rival, and in doing so, provide the Necromancer with a new Foe within death.

The impact of magic can be phenomenal, rapidly solving complicated and overwhelming challenges. The impact of magic may also be disastrous, creating new and tangled issues for other Wizards to resolve. Frequently, it is both.

Once you have made a ruling on this interpretation, if any aspect of it required clarity within the text of the Grimoire, you may add that clarification to the Grimoire (per *Scholarship on Magic* on pg. XX).

## Limits of Magic

Every spell has its limits, lines which create disastrous effects when crossed. A limit is not an impossible thing to surpass, but rather a line at which point the magic takes control of the caster. Should a Wizard try to cross one of these limits, ensure he understands what he's doing and what will happen when he does. Sometimes a spell's limit will cause the spell itself to fail, while other times the magic will grow into something strange and unfamiliar, working against the Wizard.

## Improvised Magic

In rare instances, a Wizard may attempt to perform a feat of magic without any spell to ground his magic. This is an incredibly risky and dangerous action to perform, and will rarely lead to magic going the way he wants it to. In these instances, have him describe what he is trying to do, and secretly determine what Import and Element such magic would require. Then ask him what Import and Element he believes he is operating with. For each difference between your decision and his choice, determine what the results of this difference will lead to:

* A lesser chosen Import than what is required will cause the magic to function incompletely and not accomplish enough.
* A greater chosen Import than what is required will cause the magic to perform at too great a scale, impacting a far larger area or more people than the Wizard intended.
* The wrong Element chosen will cause the magic to act in different ways than he initially intended, impacting the wrong parts of his target or creating the wrong effects.

Then, the Wizard rolls with the Import and Element he chose. The interpretation of symbols is roughly as follows, although left in the hands of the Tome-Keeper for the precise impact and function of the spell.

♃ The spell sticks around and lasts for a while.

♂ The spell is harmful and destructive, hurting people.

♀ The spell is pretty and delightful, although perhaps insubstantial.

☿ The spell is tricksy and deceiving, taking its own path.

☾ The spell has an impact on magical, as well as mundane, forces.

♄ The spell has a deadly and toxic impact.

♆ The spell does something huge and dreamlike, perhaps fundamentally violating the laws of reality.

☉ The spell is majestic and perfect, exactly how the Wizard was hoping it would work.

🜍 The spell turns against its caster.

The Tome-Keeper is encouraged to interpret such magic in the most disastrous and extreme way possible. It is extremely unlikely that improvised magic performed in this way does more good than harm. A Wizard is encouraged to carefully document the results of this improvised magic, for even if it doesn't go the way he intended, his casting of this spell is the discovery of a new incantation, and he may work with the Librarian further to develop it into something new for the Grimoire.

# Rules for Prentices

A Wizard's Prentice is their student and eventual successor, someone training to fill their role within the Pact. Wizards are notoriously poor teachers, and yet somehow Prentices are able to make it in the world regardless. You are not responsible for Prentices, but you are still the best equipped to keep an eye on their growth and know what milestones they've hit. Indeed, it is natural that over a long period of time, a Prentice will grow to rival their Wizard in power, and maybe even seize his Domain for himself. Prentices are ranked along three grades, a tradition that predates even the Pact itself, and which often falls out of use within the Pact as time becomes increasingly urgent.

## Junior Prentices

All Prentices begin the game as Juniors, receiving their familiars when they master the casting of their first spell. Junior Prentices are indicated by their bright cloaks, which are often too big for them. Junior Prentices are able to cast any spell of Personal Import (or Arcane Import with a Wizard's help) and have access to one humble magic. Junior Prentices can only appear in scenes with their Wizard, and have no time to spend.

## Senior Prentices

Once a Junior Prentice has proven himself sufficiently to his Wizard, traditionally around the age of 14 or 15, he may be lifted to the rank of Senior Prentice. It is each Wizard's personal process for determining whether a prentice is ready, and sometimes such tests can have lethal consequences. Such a promotion occurs during a scene between the two. A Senior Prentice gains access to all of the following:

* One week of time, to spend as he sees fit, upon his Domain or elsewhere.
* The ability to cast magic of Arcane Import, or Mighty Import with a Wizard's help.
* Any Companion of his choice, who provides Care in any of his Elements, and gives that Element +1.
* Another humble magic, from his Wizard's list.
* A colorful sash in the color of his Wizard, which he may wear on his person.

## Journeymen

The process of becoming a Journeyman is rare and challenging. While it used to be common amongst Wizards, the Seven-Part Pact frequently promotes Prentices before they've had the chance to experience the entire process of learning. To become a Journeyman, the Prentice must go before the Pact as a whole and demonstrate his knowledge of magic through a dissertation of his choice. A Journeyman gains access to all of the following:

* Another week of time, to spend as he sees fit.
* The ability to cast magic of Mighty Import, or Mythic Import with a Wizard's help.
* Another Companion of his choice, who provides Care in any of his Elements, and gives that Element +1.
* Any humble magic of his invention, tied to his dissertation, with the Pact's approval.
* A gift from his master, traditionally a wizard's hat, frequently with magical properties.

Part V: Magic's Secrets

# The Four Elements

## Air

**Whenever you spend time contemplating the mysteries of this element, you may rewrite, rephrase, or add to the list below:**

* Air is the element physically associated with the **lesser skies** (that lie beneath the heavens), clouds, winds, birds, and so on. It is both **hot and wet.**
* Air is astrologically associated with the **springtime,** and the houses of **Gemini, Libra,** and **Aquarius.**
* Air is emotionally associated with a **sanguine** temperament, which at its best is optimistic, cheerful, rational, and present. At its worst it is anxious, dissociated, over-analytical, and selfish.
* Air is symbolically associated with **swords** and the **west.** It brings tidings but also carries away fortunes.
* Wizards may tend to the Air within them by focusing on their private lives, maintaining detachment from the mortal world and increasing their sense of privacy and security.

## Fire

**Whenever you spend time contemplating the mysteries of this element, you may rewrite, rephrase, or add to the list below:**

* Fire is the element physically associated with the **dreaming world,** flames, sunlight, forging, and so on. It is both **hot and dry.**
* Fire is astrologically associated with the **summertime,** and the houses of **Aries, Leo,** and **Sagittarius.**
* Fire is emotionally associated with a **choleric** temperament, which at its best is quick-thinking, creative, loyal, and imaginative. At its worst it is angry, violent, paranoid, and stubborn.
* Fire is symbolically associated with **wands** and the **south.** Within it lies both creation and destruction.
* Wizards may tend to the Fire within them by focusing on their creative lives, engaging in imaginative conversations, working on art or other hobbies, and studying magic.

## Earth

**Whenever you spend time contemplating the mysteries of this element, you may rewrite, rephrase, or add to the list below:**

* Earth is the element physically associated with the **material world,** soil, plantlife, beasts, and so on. It is both **cold and dry.**
* Earth is astrologically associated with the **autumntime,** and the houses of **Taurus, Virgo,** and **Capricorn.**
* Earth is emotionally associated with a **melancholic** temperament, which at its best is calm, reflective, practical, and analytical. At its worst it is cold, miserable, self-pitying, and harsh.
* Earth is symbolically associated with **coins** and the **East.** It is consistent and reliable, but unflinching in that honesty.
* Wizards may tend to the Earth within them by focusing on their daily lives, eating regular meals, sleeping at regular times, and maintaining a clean sanctum and home.

## Water

**Whenever you spend time contemplating the mysteries of this element, you may rewrite, rephrase, or add to the list below:**

* Water is the element physically associated with the **aquatic world,** fish, waves, rivers, and so on. It is both **cold and wet.**
* Water is astrologically associated with the **wintertime,** and the houses of **Cancer, Scorpio,** and **Pisces.**
* Water is emotionally associated with a **phlegmatic** temperament, which at its best is relaxed, charitable, emotional, and kind. At its worst it is weepy, manipulative, thoughtless, and people-pleasing.
* Water is symbolically associated with **cups** and the **North.** It is ever flowing and fickle, full of that which has been lost.
* Wizards may tend to the Water within them by focusing on their intimate lives, having sexual encounters, being present with their feelings, and falling asleep in another's arms.

# The Celestial Symbols & Planets

## Saturn (♄)

**Whenever you spend time contemplating the mysteries of this celestial body, you may rewrite, rephrase, or add to the list below:**

* Saturn is the furthest of the wandering stars; believed by the ancients to be the palace of the god of death.
* Saturn is associated with death, decay, lead, and crumbling away. When performing magic, it is often an ill omen, as its symbol means your magic is rotten and poisoned.
* Necromancers have learned how to use Saturn to their own ends, and it is said this bleak star shone bright during the Tragedies, when magic's only goal was decay.
* Creatures of death and fairies in mourning tap into the power of the symbol Saturn to warp reality around themselves in imitation of the gates of death.

## Jupiter (♃)

**Whenever you spend time contemplating the mysteries of this celestial body, you may rewrite, rephrase, or add to the list below:**

* Jupiter is the next-furthest of the wandering stars, believed by the ancients to be the wandering god Ithax, fleeing the hounds of Oraia.
* Jupiter is associated with stability, sturdiness, tin, and matters of the hearth and home. When performing magic, it is the most common symbol amongst human magic, and it is valued for its assurance that the spell will function reliably.
* Hierophants are associated with the symbol Jupiter, and it is commonly carved on good-luck talismans of pilgrims visiting the immortal flames.
* Humans are unique amongst all the beings of the world in their relationship with Jupiter, and there is no other known creature which may access its blessings.

## Mars (♂)

**Whenesver you spend time contemplating the mysteries of this celestial body, you may rewrite, rephrase, or add to the list below:**

* Mars is one of the twin-stars, dancing in and out of proximity to the world with Venus, and was believed by the ancients to be a scorned suitor of the female planet.
* Mars is associated with violence, warfare, iron, and conflict. When performing magic, it is valued only by wizards seeking to cast aggressive or combative magic; otherwise it is often an unwelcome omen.
* Warlocks and other battle-mages are masters of the art of pulling Mars forth from an otherwise-unwilling symbology, to further aid in combat.
* The symbol Mars is wielded by many war-demons from the Hells Outside Time and the armies of King Typhon beneath the seas.

## Venus (♀)

**Whenever you spend time contemplating the mysteries of this celestial body, you may rewrite, rephrase, or add to the list below:**

* Venus is one of the twin-stars, dancing in and out of proximity to the world with Mars, and was believed by the ancients to be his tempting lover.
* Venus is associated with beauty, grace, copper, and femininity. When performing magic, it is valued for its elegance and flair; its presence within a spell denoting exceptional control and skill.
* Mariners have an innate connection with Venus due to their relationship with the ocean goddess. Witches are also often tied to Venus, which contributes to its maligned status in the Pact.
* The symbol Venus is treasured by fairies above all else, and entire wars have been known to break out in the attempt to claim such a symbol for their own treasures.

## Mercury (☿)

**Whenever you spend time contemplating the mysteries of this celestial body, you may rewrite, rephrase, or add to the list below:**

* Mercury is the fastest of the wandering stars, and was believed by the ancients to be the hounds of Oraia, carrying the sky-goddess's will across the night.
* Mercury is associated with speed, quick-wittedness, quicksilver, and transmutation. When performing magic, it is often used to ensure magic occurs quickly or quietly.
* Faustians claim the symbol Mercury as their own, rejecting the other symbol which is perhaps more obviously tied to their station, and use it to compliment their intelligence and charm.
* Before the Tragedies, a series of interconnected semaphore towers using Mercury symbols to quickly relay information were maintained by Wizards for communication across the globe.

## Luna (☾)

**Whenever you spend time contemplating the mysteries of this celestial body, you may rewrite, rephrase, or add to the list below:**

* Luna was the ancient name of the Moon, and is still preferred by scholars seeking to grant her proper grace and authority.
* Luna is associated with wisdom, magic, silver, and thoughtfulness. When performing magic, its presence indicates the magic is of an especially pure and refined quality.
* The symbol Luna is used as the symbol of the Inscrutable Library, and of the Old College of magic before it, being venerated by Librarians as the patron of magic itself.
* Before the Tragedies, there were legends of a lunar city built by Wizards as a utopia of knowledge and learning. If this is true, such a city is long-gone now.

## Neptune (♆)

**Whenever you spend time contemplating the mysteries of this celestial body, you may rewrite, rephrase, or add to the list below:**

* Neptune is the ghost-star, a celestial body prefigured by the ancients in their calculations and whose existence is vouched for by demons, and yet never seen by mortal eye.
* Neptune is associated with dreams, imagination, aluminum, and impossibility. When performing magic, its presence indicates a scope beyond human comprehension.
* During the Tragedies, it is said there were some Wizards who associated themselves with the symbol Neptune, but their practice was destroyed by a spiteful Wizard-King, never to be seen again.
* While no astronomer has ever seen Neptune and no Orrery can predict Neptune's movements, through mathematics and its influence on the other stars its presence may still be determined — enormous, slow-moving, and asleep.

## Sol (☉)

**Whenever you spend time contemplating the mysteries of this celestial body, you may rewrite, rephrase, or add to the list below:**

* Sol was the ancient name for the Sun, still favored by scholars who seek to offer him the authority and fear he commands.
* Sol is associated with regality, mastery, gold, and authority. Its presence within a spell indicates technical perfection, a true command of all aspects of magic, a demonstration of power.
* The perfect circle, and thus the sun, was the symbol of the Wizard-King and the Sorcerers who followed him. Legends say he would use unknown magic to ensure a solar eclipse upon his coronation.
* So desperate were ancient Wizards for the use of the symbol Sol within their magic that many believe the Tragedies, if they did have any one cause, were started by a quarrel over access to such a symbol in a rather mundane spell.

## Sulfur (🜍)

**Whenever you spend time contemplating the mysteries of this celestial body, you may rewrite, rephrase, or add to the list below:**

* During the Tragedies, legends tell of a new star in the sky — a burning red light that grew brighter than the sun during its final days.
* Sulfur is associated with the Devil. Its presence within a spell means such magic has been warped and corrupted by the Devil himself.
* Faustians do not enjoy their association with Sulfur, and yet it is just as much theirs as any other symbol. They earned a name for themselves through its manipulation and negotiation.
* The balancing act between the Devil and the seven Wizards is the fundamental core of the Pact, and what keeps magic operational. While the Devil is an enemy of magic, his presence paradoxically sustains magic as well.

# Unexplainable Works of Magic

While most of the great magic from before the Tragedies is understood in its operation, even if the Pact no longer possesses the infrastructure to recreate such magic, some objects remain, as relics to a now-forgotten spell. Many Librarians have lost their minds trying to understand how such a spell came to function, and accessing such magic could be a critical step to achieving the heights magic once held before the Tragedies.

## The Inscrutable Library

**Whenever you spend time studying the inner workings of the Inscrutable Library, choose 1 to determine is inaccurate and clarify:**

* The Inscrutable Library is a dizzying abyss, of which only the first one hundred floors have been documented. The truth of its structures goes far deeper; at a projected depth greater than what is believed to be the size of the earth's core.
* Countless expeditions have plunged deep into the Inscrutable Library in the hopes of determining its shape. In its depths they have found staircases to other worlds and times, vast floors of books on topics which have not yet come to pass, and incredible dangers which have claimed many lives.
* While some Librarians have claimed the Library is merely the result of a construction gone mad, or maybe a Realm which crashed into Isha during the Tragedies, neither of these explanations provide a particularly compelling picture as to its creation or function.

## The All-Tome

**Whenever you spend time studying the inner workings of the All-Tome, choose 1 to determine is inaccurate and clarify:**

* The All-Tome is a small black book trapped behind three layers of magical wards located on the 15th floor, and inside it is all possible information, encoded in such a way that any who open the book are immediately infused with all knowledge that could or will be, and thus die immediately.
* The All-Tome is stained by the ashy fingerprints of those who tried to open it, and its removal from the Library has been considered a violation of Pact-Law for hundreds of years. Attempts to use it as a weapon frequently result in the death of those trying.
* While some Librarians have claimed it actually lacks any knowledge inside of it and is just a trap for greedy Prentices, this fails to explain the few scattered words muttered by those before their body turned to ash, of which sometimes useful prophecy is extracted.

## The Panacea

**Whenever you spend time studying the inner workings of the Panacea, choose 1 to determine is inaccurate and clarify:**

* The Panacea is a large cask, which now only contains a couple drops of a beautiful golden drought. Any who drink from it will be granted life and youth everlasting, and continuing consumption will cause all fears to leave the mind.
* When it was first found, containing a full cask, it was guzzled greedily by the Pact of its time, and once it was empty they killed each other in order to try and pull more from the others' guts. Their prentices scrounged up any last drops spilled during the conflict, and sealed them (along with the cask) on the 89th floor.
* While some Librarians have claimed the Panacea is an elaborate potion or the sap of a particular tree, neither explanation addresses the reportedly addictive properties of its consumption or the true everlasting life it was said to grant.

## The Immovable Rod

**Whenever you spend time studying the inner workings of the Immovable Rod, choose 1 to determine is inaccurate and clarify:**

* The Immovable Rod is a simple structure — a cast-iron rod about 1 yard long and 3 inches in diameter, which is sitting about four feet above the ground and cannot for any reason be moved from its position. Despite its simplicity, its creation and function are a complete mystery.
* At some point, the Immovable Rod ended up on the 53rd Floor of the Library, where it has been (obviously) unable to be moved since. Attempts to relocate it to a more thematically fitting floor have resulted in disaster, and most Librarians agree it's best left alone.
* While some Librarians have claimed the Immovable Rod is some sort of magical treasure or the result of another Realm's logic being applied to our own world, neither explanation sufficiently explores its simplicity or utter refusal to be moved, no matter what magic is cast upon it.

## The Orrery

**Whenever you spend time studying the inner workings of the Orrery, choose 1 to determine is inaccurate and clarify:**

* The Orrery is a marvel of a machine, a mountain of clockwork gears and finely-tuned structures, which both perfectly reflect the movement of the stars in the sky and through its manipulation, grant one the ability to adjust their rotation.
* No other magic has been discovered yet which allows its wielder to reposition the very stars in the sky, let alone to do so consistently and reliably. It's not even clear if such properties are part of the Orrery or of a spell cast upon it.
* While some Librarians have claimed the Orrery is the result of a mere Devil-bargain, or a particularly ambitious architectural construction, neither of these explanations paint the full picture of its consistency.

## Heaven's Road

**Whenever you spend time studying the inner workings of Heaven's Road, choose 1 to determine is inaccurate and clarify:**

* Heaven's Road is a network of doorways, portals, and magical bridges constructed long before the Tragedies, across which magical beings would traverse from Realm to Realm, exploring the furthest reaches of the cosmos. It has been abandoned for millennia, with roosting angels settled into its structure.
* Heaven's Road is built of enormous slabs of marble, engraved with dense illegible runes, and is large enough to contain its own ecosystems and invasive creatures. It has been in a state of abandonment for thousands of years, and it has been known to be perilous since even before the Tragedies.
* While some Librarians have claimed it's just an elaborate network of doorways, or a miraculous creation of the Gods, neither explanation satisfies through what magic built this road so long before Wizardry was known to be capable of such, or why the runes on the marble match the symbols carved into the Red Gate of Death.

## Finding New Unexplainable Works of Magic

It is incredibly rare to stumble on a new work of magic which is truly inexplicable. As Tome-Keeper, you should strive to only introduce magic which could be conceivably constructed through the Grimoire's spells. However, when the Celestial Audience introduces a magical object for which there is no clear explanation of how it was created, nor is its creation the trivial result of some magic which you have not yet discovered, it is correct to categorize it as truly Unexplainable.

Record its description, its function, its location, and your theory as to how it was constructed within your Codex. Future Librarians may study it further, and seek to develop magic which could justify its construction.

# Writing Systems

The question on how to record magical knowledge is one almost as old as magic itself. The base tongues of the modern world are unsuited for the recording of magic within the Pact, and the scribbles of their writing systems lack the density needed to communicate the complexity of a particular spell. And yet for an educated Wizard, the study of all such writing systems is crucial for deciphering the texts of those who came before, and recording his knowledge for those following.

A Wizard may spend time to record magical knowledge within a document. The writing system is his to choose (although the Harullian Rebus is preferred in this enlightened age among the magically-versed), and any who read such a text may instantly understand how to cast such magic, as the magic itself takes root and dwells within such an occultist's mind. The collection of such wisdom is known as a Grimoire, and each Wizard carefully guards his own, only providing small fragments to his prentices at a time.

If a Wizard acquires any document written in a language he is unfamiliar with, he may spend time at the College to have the text translated by one of the professors or students present.

## The *Harullian Rebus*

Before the Pact, different wizardly traditions preserved their own ciphers, which they kept fiercely hidden from one another. Following the development of the Pact, the practice of a standardized writing system was instituted, developed by the scholar-mage Harullion and used to record the contents of the Grimoire. It is a Rebus, making use of the Urite syllabary combined with the pictographs utilized in the Old College of magic. It is a kaleidoscopic writing system, where each clause branches off of the central text in spiraling patterns. The pictographs themselves are often used as puns (where perhaps the symbol for "egg" represents "time" because *Time is the vessel for all our hopes, and it is dashed the way an egg might*, or the symbol for "hand" represents "love" because the two words rhyme in the Ishanian dialect favored by the writer at the time of its writing) and occasionally a Wizard might prefer more esoteric interpretations of pictographs in order to demonstrate his intellect and challenge his fellow Wizards to solve his puzzles. In this way a single phrase written in the Harullian Rebus may have multiple different interpretations.

It is a testament to the intellect of Wizards that this writing system is at all an improvement to what came before, and a welcome reminder that the word "wizard" itself means "one in possession of too much knowledge for his own good," and is etymologically descended from the same root as "bastard."

Any text written in the Harullian Rebus is instantly and fully readable to other Wizards and may be figured out by prentices and members of the College, but is illegible to anyone else — even fairies, demons, or other magic users.

## Personal Ciphers

Despite the insistence of a shared writing system amongst Wizards, it is very common for Wizards to develop their own methods of recording information, unique to them and their tradition. Personal ciphers take time and effort to crack, but may be taught quickly through a cryptex or encoding tool. It may be assumed that each Wizard already possesses his own personal cipher, which only him and other Wizards with his Pact-Role's training (such as his former master or prentice) may understand, and it is with this cipher through which his Codex has been written.

A Wizard may spend time to develop a new personal cipher, and then during a scene may provide anyone else with the key needed to understand this cipher. Information recorded with this cipher is only legible to those with the key to understand it, although anyone else may spend time to crack the cipher.

## Other Writing Systems

**As the Librarian, you have passing familiarity with all writing systems listed. Whenever you encounter a new writing system, record it and those who are familiar with it here.**

* **High Esotic:** The writing system of the Wizard-Kings of old, an intricately dense cryptographic system, where one symbol is enough to convey a paragraph of writing. Its history during the Tragedies has earned it a reputation of ancient evil, and its proud monuments are now burial sites. The Necromancer and the Sorcerer should both easily be able to read this.
* **Sailor's Kipu:** A writing system composed of knots in rope, practiced by witches and sailors. Legends say it was first developed to leave messages in the wool sweaters woven by the wives of men leaving home for decades at a time. It is also used for criminal messages in Scuttleport. The Mariner and the Faustian should both easily be able to read this.
* **Hieratic Script:** The religious writing system of the Immortal Flame is more ceremonial than practical, an ornamental boustrophedon legible only to the religious and highly-educated. The tradition of hieratic calligraphy is a popular art among the wealthy and idle. The Hierophant and the Warlock should both easily be able to read this.
* **Demotic Script:** The historic writing system used by Isha, although in recent years it has been supplanted in fashion by the Urite Syllabary. It is still in use by scholars and students of the College, and most non-magical scientific and academic texts are drafted and sorted in this system.
* **Urite Syllabary:** Developed and popularized by the Urite Triarchy and used by merchants across the Faraway Sea. Some call it Seascript, for the wide shapes and arching symbols resemble the waves of the sea. It is used for a number of different languages, including Ishanian.
* **Elpenor's Script:** As part of his longstanding quest to name everything after himself, the boy-king Elpenor has instituted a new writing system across his kingdom, to middling success.
* **Kirricaddi Alphabet:** The Kirricaddi, expert contrarians, have their own writing system, which is entirely illegible to those unfamiliar with their culture.
* **Nebelrunes:** The crudely carved runes of the *hrotingmen* are designed to be carved into stone, and wind up and down their monuments to their dead gods.
* **Drujite Hieroglyphs:** Drujite is written in an ancient writing system which far predates the Pact, designed to be difficult for those with a mortal's patience to read.

# Women's Magic

While the history of witches is almost as long as the history of the world, it wasn't until after the Tragedies that their true nature was understood. For much of recorded history, the nature of what precisely witches were was a matter of heated debate in the mess halls of the Old College and the lounges of the great masters. A few of the more classical sort believed witches to be demons from some distant and uncharted Hell, who had disguised themselves to infiltrate polite society. Most held them to be similar to Occultists; individuals who had bargained with a magical entity for some shred of that entity's power in exchange for devotion.

In this more enlightened time, it is now understood that witches are another folk tradition of magic, similar to the now-extinct Sun-Priests of Ur or the Drujite Necrolurgists. If wizardry is an art, then witching is a craft — less precise, with less knowledge than those who practice it at our level, and yet nonetheless capable of certain impressive feats. The following is composed of observations made by wizards who were invited, for some small or greater portion of time, to study these less-practiced magic users and take notes on their strange traditions.

## Witches Casting Magic

The most dramatic difference between witch-magic and wizard-magic is their relationship to the elements. Witches only hold to a three-part elemental system, which is granted different names in different witch traditions. They roughly correspond to the elements of Water, Earth, and Air. Lacking any knowledge of the element of Fire, witches do seem to be able to produce the effects of Fire magic underneath the auspices of another Elemental Circle, most often through Air or Water.

A witch will spend her entire life focused on one of the three elements, neglecting others in the pursuit of her study. This Element will serve as that witch’s **Focus**. Because a Witch is not nearly as multidisciplinary as a Wizard, she is forced to work in a group of three, called a coven. A coven is composed of three witches, often of different levels of skill and practice, who each together forgive the others’ weaknesses.

Each witch tradition has its own **Spellbook**, none of which are as thorough or complete as the Pact's Grimoire. Witches often lack Great Works (such as *Anthropogenesis* or *The Construction of a Gate of Death*), but they possess many of the same fundamentals, and indeed occasionally (rarely) possess spells the Pact has not yet encountered. The acquisition of a Witch's Spellbook is a valuable find, and may provide new knowledge for the Pact. Some less-than-honest Librarians have, at various points in history, claimed stolen witch magic as his own discovery, something for which he was gently chided for when discovered.

While Witches lack the ability to perform magic Patiently, they have their own tool which allows them to convene and prepare magic. When a coven of witches spend time together and convene, they may perform a **Ritual**, through which they may choose the symbols of the dice they would roll, and have no need to consult the dice at all. Each symbol produced this way is obtained from the introduction of a different herb or material to the ritual-site, and for the production of rarer and more valuable symbols, witches are known to send forth adventurers on quite distant quests.

## Witch-Kinds

|  |  |  |  |
| --- | --- | --- | --- |
| **Title** | **Elemental Focus** | **Other Elements** | **Resources** |
| **Maidens**  *Young witches* | **2** | **1** | *Has a Familiar, 1-2 Treasures, can cast spells of Personal Import.* |
| **Mothers**  *Midwifes, Wise-Women* | **3** | **1** | *Has a Familiar, a Hut, 3-4 Treasures, can cast spells of Personal and Arcane Import.* |
| **Crones**  *Hags, Witch-Queens* | **4** | **2** | *Has a Familiar, a Hut, 5+ Treasures, can cast spells of Personal, Arcane, Mighty Import.* |

Witches love to fight dirty. A Witch gets +1 Elemental Focus when accompanied by her **Familiar.** Additionally, a Witch often has at least a couple magical **Treasures** which may aid her; from a flying broomstick to an enchanted bow. Finally, a Witch is rarely seen outside her **Hut,** a magical building often far larger on the inside, within which the Witch has squirreled away countless tools and treasures to assist her in her magic. While a Wizard may expect to defeat a Witch in a fair fight, a Midwife in her Hut accompanied by all her Treasures will easily send a Wizard packing.

## Encountering Witches

While Isha has its fair share of wise-women operating in its underbelly, the practice of witchy magic has been forbidden for hundreds of years. No witch in Isha is at the level of a true Witch-Queen, and it is often the Librarian's responsibility to travel into Scuttleport and make sure this is the case — by force, at times. Thus, while Witches and Wizards are often content to each stick to their own corners of the world, it is sometimes necessary for the two disciplines of magic to come to blows.

There has been no documented instance of a Witch casting magic of Mythic Import (although whether this is from lack of ability or lack of desire is still a matter of intellectual debate), and yet despite this a witch can be a formidable foe. Witches are imaginative and talented duelists, and unless her exits are firmly barred, a witch will often gladly escape. The Chain-Keeper is encouraged to play witches in these scenes as he would any Wizard, with a full array of magic.

The greatest weapon of a witch, far more powerful than her magic or her coven, is her voice. Many witches are able to deceive entire towns and cities into working with her, caught up in false loyalty from her gifts and her silver tongue. Wizards are encouraged to take everything a witch says with a grain of salt, for she is often trickier than the Devil, and far more alluring. Witches are skilled at sounding reasonable, but the more one spends immersed in their lies, the harder it is to focus on the truth. A wizard should never confront a witch on his own, and if anything a witch claims causes a member of the Pact to doubt in his confidence, he should speak with the rest of the Pact on such matters.

Part VI: Inheritance

# For The Next Librarian

*Turn to this Part of the Codex only in the event of the previous Librarian's death, and your inheritance of the role.*

There is a great burden on your shoulders. I hope you are prepared to carry it.

## Adjusting Part I

You possess any humble magics of the Librarian, along with any humble magics you've learned as Prentice.

You possess any treasures of the Librarian which you managed to recover from his body, and any other treasures you've managed to pick up along the way.

You possess all other objects of the Librarian, including this Codex.

Answer the Elemental Questions in your own way, and choose what form the Pact-Fragment takes for you.

Describe your relationship with your old master, the previous owner of this Codex, if you had one. Perhaps you barely remember him.

Choose the ways in which magic changes you, your true relationship with your gender, and your name.

## Adjusting Part II

Read through the state your old master has left your Isle and Sanctum in. If there has been a significant gap between your master's passing and your adoption of his role, adjust your Sanctum to reflect its abandoned state.

If you possessed any Companions from your time as Prentice, such as your Familiar, add them to your list of Companions. Look through your old master's Companions. If there are any applicable to you, you may keep them as Companions, although they cannot provide the same Care for you as they provided for your master. You may invent Companions to fill any other Cares.

Decide if you have a Prentice yet. If you have only just taken on this role, you may need to find one still.

## Adjusting Part III

Familiarize yourself with the Laws of the Library. You may change them, if you believe yourself to know better than your old master.

Choose which floors of the Library you enjoy and which ones you avoid. If your old master went insane, choose which floor he has settled into.

## Adjusting Parts IV and V

Familiarize yourself with your responsibility as Celestial Audience.

Observe any changes your old master made to the elements of magic, any new spells he was working on adding, any interpretations he included in the Grimoire, and any projects he was half-finished on.

Describe for the table your new Librarian, and coronate yourself upon your throne of silver.

# The Librarian's Prentice

## Temperament

|  |  |  |  |
| --- | --- | --- | --- |
| **0** | **0** | **0** | **0** |
| Fire 🜂 | Air 🜁 | Water 🜄 | Earth 🜃 |

**For each question, make your choice on behalf of your Prentice, and mark down the resulting values of your Elemental Circles:**

*Should your answers ever change, adjust your Circles accordingly.*

* As a Wizard's prentice, your life is fundamentally different than other children. Do you **long for a simpler life** (+1 Earth) or **relish in the uniqueness of your position** (+1 Fire)?
* The secrets of magic grant you access to immeasurable power. Do you **fear the danger of such power** (+1 Water) or **strive to master and tame magic** (+1 Air)?
* Your master is a powerful man and occasionally a harsh teacher. Do you **long from him a father's love** (+1 Water) or **work hard to be a perfect student** (+1 Earth)?
* The Inscrutable Library calls to you, its wisdom infinite. Do you **sneak into the library at night** (+1 Fire) or **muster the discipline to refine your studies** (+1 Air)?

**You have a familiar who accompanies you in your magic. They are:**

* A soft white cat, with bright eyes and a little pink tongue. *(+1 Fire)*
* A watchful owl, with wide wings and a gentle call. *(+1 Air)*
* A beautiful snake, with serrated scales and a regal hood. *(+1 Earth)*
* A small albino mouse, with red eyes and a long tail. *(+1 Water)*

## Secrets

**You keep a secret from your Master, which you hope no one ever discovers. Choose 1 which you harbor in your heart and, perhaps, 1 which your master probably knows:**

* The responsibilities of research and learning terrify you, and you're scared you're not smart enough.
* Magic is changing your form into something you cannot recognize, and it horrifies you.
* You are in love with another student at the college, who has plans of their own.
* Your master has lied to you about where you're from, and you suspect your true history.
* You intend to violate the Pact in order to free a hidden truth from the depths of the library.
* You plan to run away and escape the Inscrutable Library, never to return.
* You are not a boy at all, merely pretending to be one.

## Might

**Your magical knowledge and training allows you to:**

* Cast any spell from the shared Grimoire at a Personal Import, or at Arcane Import with your Master's help.
* Animate any book near you to flight, or to orbit about you slowly, or to flip to the page you seek immediately.

**You possess the following treasures:**

* A journal marked with your notes and learnings on magic.
* A backpack filled with ink, paper, candles, chalk, and other materials needed for your magic.
* A pair of reading candles, a sturdy cane, or some other object that helps in your studies.
* Clothes; student's clothes, fine-tailored or hand-me-downs.
* A blue cloak.