

Apocalypse in Cassari: A
(mostly) Cultist Simulator
TTRPG

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Suggestions to all reading this:

I am assuming everyone here is aware of what an RPG is and played one. I built this system over 2 weeks while vacationing in Russia, for my gaming group, so there's a lot of underlying assumptions. Obviously you should change this to how it will best fit your group. I am also assuming that everyone here played Cultist Simulator, or has at least a passing understanding of it.

Legal Stuff: Also, it needs to be said - none of this is intended to infringe any copyright or steal players from anyone. If any copyright holders want me to take this down, I will do so. This is meant to be a labor of love and respect to the franchise that I have several hundred hours on and I wanted to share that with my friends and the world. No disrespect or legal stuff is implied. All respective copyright and stuff belong to Alexis Kennedy and Weather Factory. Likewise, all Fallout respective copyright belongs to Bethesda.

Suggestions to the Players:

Don't read past the character creation/system part. The most fun part about this is figuring out how the world works. Obviously I can't tell you what to do, but that would be my suggestion.

Suggestions to the GM:

1) When I built this game, I let the players learn the abilities directly by spending XP. I think this oversimplified the game a little bit. I would suggest maybe not letting them do that, but ultimately it's up to you.

2) The rules and powers are meant to be a little vague sometimes, so that you have the option to do a "ruling rather than rule." What that means is that stuff is entirely up to your interpretation BUT it also lets the players apply powers creatively as well. Remember rule #0 and #1. Everyone should have fun and your word is ultimately law.

Stats:

	Health	
Passion		Grace
Dream		Fighting
Reason		Survival

Health - Your physical endurance, but also, how physically strong you are. Roll whenever you need to resist poison or when you need to move something out of the way. Associated with Heart.

Grace - How agile and physically dextrous you are. Roll whenever you need to move carefully or perhaps be unseen. Associated with Winter.

Fighting - How good you are in combat, but also how good you are at all aspects of inflicting harm on others. Roll whenever you need to do damage or assess another combatant. Associated with Edge.

Survival - This lets you know how good you are at scavenging but also making the best of a bad situation. Roll whenever you want to scrounge for parts or to find a safe path. Associated with Forge.

Reason - How intelligent and observant you are. Roll whenever you want to figure something out, put clues together, or notice something. Associated with Lantern.

Dream - The Mansus stat. How in-tune you are with it and how much control you have over your dreams. Rolled whenever you wish to enter the Mansus or in some cases to resist some powers. Associated with Moth.

Passion - This lets you convince people of your ideas. Rhetoric, oratory, seduction, those are all valid rolls for Passion. Associated with Grail.

Rated 1-5. Starting with 3 points.

Can only raise a stat if the stats next to it are 1 step away (if you want to raise your Dream to 3, your Passion and Reason should be at 2).

Can't max out stats that are opposite to each other (can't max Health if you maxed Reason and Survival).

Each one gives you a d6. Success on a 5+. Costs 3 XP to raise.

Luck is a separate skill, costs 3 XP to raise. Crit on 6s with 6-Luck (so, at Luck 1, you need 5 6s, at Luck 5 you need 1 6). A crit changes your success threshold to a 4+ (or 3+ if you choose your aspects to be Secret Histories).

****Dice Rolls, Successes, Glitches, Critical Successes, Critical Failures, Luck, and You****

When you're told to roll dice, you look at the relevant Stat and add that many dice to the dice pool. Then you check if you have any items or special abilities that would apply to the thing you are rolling dice for (listed in +Xd). Then the GM tells you if there are any penalties (listed as -Yd). Once you have all that, you calculate the final total, and roll that many six-sided dice. If any of them show a 5 or a 6, you have succeeded. In some cases, you will need to tally

all of those successes, for instance when you are rolling against another player or NPC.

In order to score a Critical Success is determined by $(6 - \text{Luck})$. Meaning at Luck 1 you need five 6s to score a Critical Successes, and at Luck 5 you need one 6 to score a Critical Success. A Critical Success will either advance the story in a more positive way OR will change the success threshold from 5+ to 4+.

A Glitch is determined by the number of 1s, determined by your Luck score. At Luck 1, you need one 1 to have a Glitch. At Luck 5, you need five 1s to have a Glitch. A Glitch will either impact the story negatively or change the success threshold from 5+ to 6.

A Critical Failure is a Glitch but with 0 successes. A Critical Failure will either impact the story very negatively or change the success threshold from 5+ to 6.

At Luck 3, you can score both a Glitch and a Critical Success, which will be adjudicated accordingly.

Lores and Experience:

Knock

Heart -> Grail -> Moth -> Lantern -> Forge -> Edge -> Winter ->
Heart...

Secret Histories

This is the way the Lores connect to each other in proper sequence. For the purpose of subversion of the Lores or their weaknesses, just reverse it - so Heart is subverted by Grail which is subverted by Moth which is subverted by Lantern, etc.

1 minor ability - free

3 basic abilities - 3 XP

1 summon - 4 XP

1 of 2 great ability - 5 XP

1 stat boost - 3 XP

2 basic abilities from neighboring lores - 4 XP

2 minor abilities from neighboring lores - 3 XP

You start with the minor ability and 1 rank in the Lore associated with it. Every new ability/summon/stat boost you purchase gives you 1 rank in that Lore. Secret Histories gains 1 rank in itself as well.

Unless stated otherwise, all abilities last for 1 scene.

Lantern - A Watchman's Secret: conjures a light equivalent to a powerful flashlight

Forge - A Smith's Secret: calls a flame equivalent to a small torch

Edge - A Knife's Secret: can tell how lethal things are - damage, armor, etc

Winter - A Sexton's Secret: allows to find the nearest dead thing

Heart - A Thunderous Secret: know the closest safe shelter

Grail - A Red Secret: can identify social connections in an area

Moth - A Barber's Warning: know when someone is lying to you

Knock - A Locksmith's Secret: sense the flows of Mansus energy

Secret Histories - You can look for entities that are possessed or things that don't belong in this reality. Furthermore, this lets you roll all Lore checks as Secret History checks

My suggestion is giving out 3 experience per session on average. There is no hard and fast rule.

Your maximum inventory is $5 + \text{Health}$. A backpack adds +3, a Smart-Pac doubles it. Backpack is applied first (so someone with a Health of 3 has 8 inventory. Someone with Health 4 and a backpack has 12. Someone with Health 2 and both a backpack and a Smart-Pac has $20 = (5+2+3)*2$).

Defending against Mansus Powers & Rituals - When two people attempt to use the powers of the Mansus on one another, there is an opposed check involved. The aggressor rolls the stat associated with the Lore of the power that is being used and the defender rolls whichever stat they wish. If the aggressor's Lore subverts the defender's Lore, the aggressor gets a +1d on this check and the defender gets a -1d; and vice versa - if the defender's Lore subvert the aggressor's Lore, the defender gets a +1d on their roll and the aggressor gets a -1d on their roll. The stat associated with the Lore is defined by the Boost associated with that Lore.

There are three exceptions to this:

Knock always subverts all other Lores, so the aggressor is always at a +1d and the defender is always at -1d, but as befitting Knock, choose any stat for the aggressor test.

Secret Histories uses their Luck stat for both offense and defense. No Lore other than Knock subverts it, but it does not subvert any Lores either.

Mortals that defend against Mansus effects are at -1 success (not dice) to their roll, as they have no way of defending against this without knowledge of the Lores.

Combat Rolls:

A combat roll is Fighting + your weapon modifier + any other modifiers - their armor - any of their modifiers. If the weapon scores a crit, the critical threshold increases from 5+ to a 4+ (see crit section above).

Combat Damage:

There are 5 types of damage.

Melee - inflicted only in melee range.

Ballistic - inflicted by projectile weapons

Energy - inflicted by energy weapons

Hybrid - a combination of projectile and energy; use the worst armor against it

Mansus - bypasses armor completely, though a few forms of Mansus armor exist

For instance, if someone is wearing leather armor, and gets shot with a pistol, they only impose a -1d penalty to the attacker's roll. If they were being shot with an energy weapon, however, they would apply a -3d penalty.

Hit points are an abstraction determined by the sum of your Health and Grace. Whenever you take damage, subtract the total hits of your damage from that total. When it reaches zero, you are unconscious. If your enemy decides to do more damage, make a Health check with a penalty equal to incoming damage. On a success, you survive the death blow. On a failure, you're dead.

Combat Actions:

One major, one minor, any number of free actions.

Major:

Attack: Roll Fighting + Weapon Damage + any other bonuses. Deal damage. If critical success threshold has been achieved, threshold increases from 5+ to 4+, but only on some weapons.

Charge: Move into melee from range and make an attack.

Use Item: Use a stimpack, activate a Tool, activate a Pip-boy, etc.

Disengage: Move out of melee and into range.

Activate an ability: Use one of the Lores.

Minor:

Move: You can only move if nobody is engaged in melee with you.

Take Cover: Impose a -2 penalty to ranged attacks against you, only if the GM says there is something to take cover behind.

Overwatch: If you are wielding a ranged weapon, declare a target. If that target Charges at someone, you may make an Attack roll. If the successes on that attack exceed the target's Grace or Health, the target does not get to move and takes damage. This "extra" attack does not consume a major action but deals no damage.

Intercept: If you are not in melee combat with an opponent, you may declare that you are intercepting for another target. If that target is then Charged, you may make a melee attack versus the charger. If the successes on that attack exceed the charger's Grace or Health, the charger is instead engaged in melee with you. This "extra" attack does not consume a major action but deals no damage.

Press: Declare an attacker that is engaged in melee with you. If they Disengage, you may make an Attack against them. If the successes on that attack exceed the charger's Grace or Health, then the target trying to Disengage fails to do so. This "extra" attack does not consume a major action but deals no damage.

Free:

Reload: Reload a weapon with either ballistic or energy ammo.

Use a skill: If applicable, you may attempt to roll a skill to affect the field of battle somehow - up to the GM.

Communicate to your allies: To coordinate actions.

Switch Weapons: If you have another weapon, you may switch to it.

Combat Descriptors:

Weapon has longer range: For every difference in range band, you get +1d, melee<short<medium<long<extreme provided nobody is in melee with you; otherwise you are at an equivalent penalty melee>short>medium>long>extreme. So for instance, if you take a potshot at a wandering Coilcorpse from a long-range weapon, you are at a +3d to attack it. However, if it successfully charges you, and you do not have a back-up weapon, it would be at a +3d to attack you. If, however, you did have a short range pistol, you take a Free Switch Weapons action, and it would only be at a +1d.

Cover: Cover imposes a -2 penalty to ranged attacks.

Obscured: Covered by something non-protective. Imposes a -1 penalty to ranged attacks.

You are considered to be in melee with someone if you have successfully made a melee attack against them or they have successfully made a melee attack against you/threatened in melee.

Timekeeping:

Combat is divided into turns and rounds. A turn lets you do one Major, one Minor, and one Free action. You may convert a Major to a Minor, or a Minor to Free; but not the other way. A turn can be anywhere depending from 3-12 seconds. A round is when all participants have taken their turn. To better keep track of this, use Initiative, which is determined by rolling the total number of dice equal to your Fighting + Grace. Do not count hits, just count the totals.

Talents and Backgrounds:

These are mundane skills, abilities, and talents that expand what your character can do. Most of these help them define their place in the world and expand their abilities. The backgrounds section is there if the group wants to have a group origin, which gives them some freebies.

Talents cost 3 XP to purchase, Backgrounds are free (but need to be decided on as a group).

Membership - This can be taken multiple times. You are a member of a large national or para-national organization. Examples include the OSS, NSDAP, mafia, League of Nations, noble House, etc. This can open some doors but close others. On purchasing this again, you become someone who has access to the higher-ups of the organization - not necessarily a leader, but someone who commands respect.

Wealth - This can be taken up to two times. You are independently wealthy. You gain 20 units of Cash Units. On purchasing this again, you get a stipend of 5 Cash Units per some arbitrary time-scale as determined by the GM.

Property Owner - This can be taken multiple times. You own a significant bit of a property - a multi-bedroom apartment, a nice house, a bungalow, and so on. On purchasing this again, you have a significant bit of property - a mansion, an apartment building, a fortified bunker in the wilderness, etc. It comes with all amenities and doesn't need to be maintained. If the structure is destroyed as part of the plot, the GM will reimburse you the XP. If it's destroyed due to your own actions, you are not.

Vehicle Owner - This can be taken multiple times. You own a vehicle. It can be a car or a small sailboat. On purchasing this again, you have a specialized vehicle - a large truck, a large vessel, or even a small airplane. It comes with all amenities and doesn't need to be maintained. If the vehicle is destroyed as part of the plot, the GM will reimburse you the XP. If it's destroyed due to your own actions, you are not.

Assistance - This can be taken up to three times. You have in your

employ an individual with one stat at 3, two at 2, and the rest at 1. On purchasing this again, you gain two more individuals, with the same stat line, for a total of three. They are fiercely loyal, and require no upkeep or maintenance. The only way they would betray you is via occult powers. On that note, they can never learn anything of the Lores or the Mansus - these are mundanes. They can assist you in your endeavours. If the assistant(s) is/are destroyed as part of the plot, the GM will reimburse you the XP. If it's destroyed due to your own actions, you are not.

Artistry - The character is skilled in some kind of art. Whether it's visual art, or writing, or composing, or something more esoteric, like glassblowing, photography, or knitting. Regardless, this lets you capture the likeness of something, whether directly or symbolically. Furthermore, this lets you encode knowledge of the Lores in your works.

Polyglot - You know a lot of languages and can converse with most people without the need for a translator. Spending maybe a day in a new place is enough for you to learn the new language for casual conversation. This also means that you can learn a dead language in about a day with a reference. If you purchase this again, you can figure out dead languages in approximately three days with no reference. Furthermore, you are able to create constructed languages and encode knowledge of the Lores in your text or speech.

Common Sense - Once per session you can ask the GM if something is a good or bad idea. Furthermore, if you're about to do something monumentally stupid for OOC reasons, the GM has to tell you. If it's IC stuff, then they don't.

Licensed- This can be taken multiple times. You are officially allowed to do something, whether to own a gun, or be a member of the press, or practice medicine, and so on. You can purchase this multiple times, each one for a different kind of license, or the same license, but for a different country.

Paragon - You have achieved the absolute limits of human potential. You can increase one of your stats to 6. This means you are an Olympian, a world-class grandmaster, and so on. People notice this. This cannot stack with the Stat Boost power from your Lore, and is more expensive, but it also cannot be taken away from you via some

kind of countermagic - and it lets you achieve the pinnacle of humanity without changing yourself via the intrusions of the Mansus.

Resistant - You have an automatic -1d towards any incoming Mansus damage, and you are at +1d whenever you are resisting Mansus effects.

Curio - This can take this up to three times. You obtain one of the following - a Whispering Amulet, Noonstone, or a Paradoxical Curio. You can buy this three times total, to obtain one of each - you can't purchase the same item twice. This doesn't prevent you from obtaining the item from other sources.

Familiar - This can be taken up to two times. You have somehow found a spirit in the Mansus that is "friendly" towards you. It can provide context for things you discover in the Mansus, giving you +1d to learning new things in the Mansus. If you purchase this again, the Mansus spirit possesses the body of an animal or a doll or plushie and can provide the same bonus in the real world - as well as a companionship.

Meditation - This lets you enter the Wood and only the Wood without falling asleep. Any attempt made to move out of the Wood will cause you to cease meditating immediately. It takes 10 minutes to enter a proper meditative state.

Unseen Sense - This lets you tell whether or not there is Mansus energy in the area. It does not tell you strength, direction, or Lore - just a binary 'yes/no.'

Martial Arts - This can be taken up to two times. Lets you make unarmed attacks, dealing +1d melee damage. If you purchase this again, you can now deal +2d melee damage.

Mansus Lineage - At some point in your family bloodline, there was a Mansus entity that took a dip in your gene pool. Mansus entities will recognize you as kin to them. This can open some doors and close others.

Occult Knowledge - You're a student of the occult. That's not to say

that you're familiar with the Lore - explicitly, you are not. Instead, you look for fringe knowledge in strange places. This means that when you do find Lore, you'll always recognize it as something worthwhile to learn.

Safehouses - This can be taken up to three times. You have set up seven locations all over the world where you could stay one or two nights without mortals finding you. After three or so days they are no longer good and you'll need to find a more permanent solution. If you purchase this again, the safehouses are good for approximately two weeks and you have eleven of them. If you purchase this yet a third time, the safehouses will protect you against those seeking you via Mansus effects, and there are thirteen of them. No matter the amount of times you bought this, once a safehouse has been used, it cannot be used again. You declare the usage of this one upon entering a new location.

Fame - You are recognizable by people. Your face in the papers, on the radios, and the newsreels. This does mean that you can do some things that others cannot, but at the same time, you may be under scrutiny by journalists or just nosy mortals.

Animal Magnetism - Animals react strongly to you, whether with fear or love or respect. Animals will generally do what you want them to, unless they are trained with a handler present, at which point it becomes an opposed roll.

Social Networking - This can be taken up to five times. You are able to find and establish a positive connection with one of the following elements in the location you are in, provided the location has such an element: Underworld, Bureaucracy, Radicals, Holy Men, Rulers.

Shadow Market - You are able to find the location in the city where items of interest to you may be bought, sold, and traded. This doesn't necessarily mean the items you're looking for will be there, but the possibility or a connection may be made.

Obscure - It's very hard to find you when you don't want to be found. Generally speaking, investigations will proceed slightly slower and catching up to you will happen more slowly as well,

generally penalizing the investigator by -1d. Furthermore, if you're trying to blend in in a crowd or lose a trail, you are at +1d on that.

Tinkerer - While you are in a workshop, you are generally able to build most mundane things with an investment of Resources and a Reason check. In the field, you can do the same thing to repair things that are there, but broken; or improve their functionality temporarily.

Athlete - You are trained in a sport, or have a knack for it. You can play on a high level, compete, and so on. When playing against another person in a competition, you are at +1d. Furthermore, in a situation where ability in this sport may be useful, you are at +1d as well.

Keen Senses - You have a sense that's almost inhuman in strength. You can pick one of the following: nightvision, tracking by smell, identifying things by taste, ultra-and-infra-sound hearing. You can take this multiple times, each time gaining a new ability.

Hydrophilic - You have an affinity for water. You are at +1d to ability rolls while being at least half-submerged in the water, suffer no penalties of being in the water, and can swim and hold your breath at least three times as fast/long as anyone else.

Eidetic Memory - You can always recall information that you have learned, no reason roll required. Furthermore, you can "keep" up to your Reason in books committed to memory and use them for their reference bonus.

Lucid Dreaming - You are conscious within your dreams. You have full control of your dreamscape and even Mansus powers cannot affect them in a way you do not choose. However, while using Lucid Dreaming, you may not enter the Mansus (though you may cease Lucid Dreaming as a free action).

Pack Tactics: You have learned how to fight as a group in melee. If you and at least one other person allied with you with the Pack Tactics Talent is engaged in melee combat with an enemy, both of you are at +1d. This bonus increases by 1d for every other person allied

with you with the Pack Tactics Talent, up to the highest Fighting stat of the allies.

Correspondence: This can be taken up to two times. You have a semi-reliable ally who is skilled in one of the Lore. The individual has one stat at 3, two at 2, and the rest at 1. They will have one minor and one basic power in their selected Lore. Upon taking this again, their stats increase to 4, two at 3, two at 2, and the rest at 1; as well as two minor, three basic, and their summon available. If you take it again, the Note that this is a person who has their own interests and objectives. They look on you with favor but will not sacrifice their objectives for you. If the ally is destroyed as part of the plot, the GM will reimburse you the XP. If it's destroyed due to your own actions, you are not.

Decoy Identity: You have an alternate identity. If you are being chased or investigated by non-Long, you can choose to "burn" this Decoy Identity Talent, and completely throw the investigation off your tail. This does not re-imburse you the XP.

Under the Influence: You can do one of the following: double the bonus received from consuming a drug; or you may gain +1d to resist the temporary Health reduction when consuming the drug.

Duelist: You may engage someone in a duel. Both of you lose your weapon and armor bonuses and roll opposed Fighting checks at each other. You can only duel one person at a time. On taking this again, you gain a +1d bonus when using this Talent.

Stabilize Summon: You can get your Summons to do two actions instead of just one. This is extremely taxing and you lose the ability to use all your other Lore abilities (except your Minor Abilities) until the end of the day.

Labor: This can be taken up to two times. You know a work crew, a logistics company, etc. You can get them to do minor mundane tasks at a cost of no greater than 5 Cash Units, such as digging a ditch, or shipping a parcel. On purchasing this again, you gain the services of a larger labor pool and can do greater construction/labor, up to 20 cash units, such as building a road, or shipping a container.

Counterpower: This can be taken up to two times. You are particularly skilled at defeating hostile Mansus effects. When you are the defender against a Mansus effect, you gain +1d on the defense roll. On taking this again, you gain another +1d and do not suffer a penalty if your Lore is subverted by the aggressor Lore.

Penetrative Power: This can be taken up to two times. You are particularly skilled at blowing through the defenses of other Mansus powers. You are at +1d when you are the aggressor using a Mansus effect against another person. On taking this again, you gain an additional +1d on your aggressor check.

Competent Help: This can be taken up to two times. You gain the service of a particularly skilled NPC. They will start one stat at 3, two at 2, and the rest at 1; as well as having 6 XP worth of Talents. They are dedicated to you, and will do all, but the most suicidal orders. They cannot learn Lores at this rank. You can purchase this again, at which case, they get three stats at 3, four at 2, and one at 1; as well as having 12 XP worth of Talents. Furthermore, they become eligible to be tutored by you or someone else in the Lores. They gain half the XP you do.

Shared Backgrounds: If the whole group agrees on this, you can all start with a common background that will give you some kind of advantage.

Chess-By-Post: You all met each other via playing chess games by mail. Sure sometimes the rules have variants, and some of the pieces may be different. Nonetheless, you've bonded over the game. This lets you start with the Talent Membership: International Chess Federation. Furthermore, when you are faced with a strategic wargame, you are at +1d to decipher/participate in it.

Family: You are all members of the same family. You may be extended, or brought into it by marriage, but you have bonds of blood. If you are assisting another member of the family you grant an additional +1d on assistance rolls. The one drawback is that people can exploit your familial connection.

Comintern: You were all members of the Comintern, preparing certain events in a certain country. As part of your preparations, you have uncovered a strange relic. The group may begin play with a Marruvine Idol, Stained Gloves, Bone Flute, or Atlas of Dreams. This also gives you a free Membership: Soviet Communist Party.

ex-Cultists: You were all members of a cult. You all start with 1 basic ability from your Lore. But the real question is what happened to your old leader?

Special Operations: You were all members of a paranatural investigative team of some kind and in your studies, you have stumbled upon actual Lore. Get a free Membership in one of the following: Thule Society, NKVD MDSS #9, the Suppression Bureau, or the Rhine Group. Then choose whether or not you have broken with the group or are still working for them. Regardless, start the game with 5 extra Cash Units.

Journalist Crew: You are a bunch of reporters, photographers, drivers, and so on, working for some publication or another; and in your line of work, you encountered a Long doing their own business. For reasons of its own, the Long spared you, and in fact shared some knowledge with you. In exchange for a favor to the Long, you start your character with 10 extra XP.

Example of Character Creation:

Let's say that we want to build a character who frequently dreams of the Wood, but is driven to understand and dissect it, rather than just accept it. We start with 3 points to distribute into our Stats. We choose to put 1 point in Reason, 1 point into Dream, and 1 point into Survival. This gives us 2 in those, and 1 in everything else. This sets our hit points to 2, from our 1 Health and 1 Grace. Our basic inventory size is therefore going to be 6, meaning we can carry up to a total of Size 6 in items. Finally, we choose which Lore/Aspect we get to start with. Our character concept sounds like a Lantern, so we will choose that, and as a consequence, our starting power is going to be A Watchman's Secret, which lets us conjure a powerful light. We spend some time adventuring and have gained 7 XP. We choose to diversify a bit, so we purchase the Phanaen Invocation

for 3 XP and then a Chiliarch's Lesson for 4 XP. Then we get some more XP and decide to get better at dealing with the Mansus. However, in order to raise Dream to 3, we need to raise the surrounding Stats to 2. We're good on Reason, but we'll need to raise Passion by 1. We spend 3 XP to raise Passion to 2, and then finally spend 3 more XP to raise Dream to 3.

-End Player Section-

Items:

Clothing (+1 HP, -1d on melee damage, size 2)

Leather Armor (+2 HP, -2d on melee damage, -1d on ballistic damage, -3d on energy damage, size 2)

Metal Armor (+2 HP, -2d on melee damage, -3d on ballistic damage, -1d on energy damage, size 2)

Combat Armor (+3HP, -2d on melee, size 2)

Moth-weave Cloak (+1 HP, -1d on Mansus damage, size 1)

Shard-weave Cloak (+2 HP, -1d on all non-Mansus damage, size 0)

Knife (+1d melee damage, size 1)

Spear (+1d melee damage, size 2, gain advantage on crit)

Sledgehammer (+2d melee damage, size 2, gain advantage on crit)

Chainsaw(+3d melee damage, size 1)

9mm Pistol (+2d ballistic damage, range: close, size 1, needs ammo)

Hunting Rifle (+2d ballistic damage, range: long, size 2, needs ammo)

Assault Rifle (+3d ballistic damage, range: medium, size 2, gain advantage on crit, needs ammo)

Barett Rifle (+3d ballistic damage, range: long, size 2, needs ammo)

Grenade Launcher (+5d hybrid damage, range: extreme, size 3, needs ammo)

Minigun (+5d hybrid damage, range: long, size 3, gain advantage on crit, needs ammo)

Rocket Launcher (+4d hybrid damage AOE, range: extreme, size 3, needs ammo)

Laser Pistol (+2d energy damage, range: short, size 1, needs ammo)

Laser Rifle (+4d energy damage, range: medium, size 2, needs ammo)

Opium (+1 Dream, size 1)

Marijuana (+1 Health, size 1)

Cocaine (+1 Reason, size 1)

PCP (+1 Fighting, size 1)

Morphine (+1 Survival, size 1)

Shrooms (+1 Grace, size 1)

Ecstasy (+1 Passion, size 1)

Stimulants (2d healing, size 1)

Doctor's Bag (allows to provide long-term care and treat things like poison, disease, etc, size 1)

Lockpicks (+1d to open mechanical locks, size 1)

Toolkit (+1d on tool-related stuff, size 1)

Backpack (0 encumbrance, doubles encumbrance)

Smart-Pac System (0 encumbrance, +3 encumbrance threshold)

Binoculars/Spyglass (1 encumbrance)

Earplugs (+1d oppose sonic-based attacks)

Ballistic ammo (good for one round of combat with ballistic damage, size 1)

Energy ammo (good for one round of combat with energy damage, size 1)

Hybrid ammo (good for one round of combat for the rocket launcher, size 1)

Basic Rations (can walk for 12 hours/36 miles before needing a rest, size 1)

High-Energy Rations (can walk for 16 + Health hours/48-63 hours, size 1)

Marruvine Idol (can be taught a sustained Mansus effect that it will keep and sustain until commanded to stop, size 1)

Wakeful Tympanum (banishes all non-Mortals to the Mansus, size 1)

Kingskin Bodhran (protects the user against all Mansus effects, but user cannot use Mansus effects while it's active, size 2)

Meteoric Bullets (converts weapon damage to Mansus damage, consumed after 3 shots, size 1)

Biedde's Blade (+3d melee/Mansus damage, size 1, gain advantage on crit)

Furious Sliver (+5d melee/mansus damage, size 2, gain advantage on crit; keep making attack rolls until either your target is slain or you score no successes)

Whispering Amulet (hides you from magical detection or can be consumed to turn yourself invisible for one scene, size 1)

Stained Gloves (lets you touch a person and learn 1 secret, size 0)

Hallowed Polos (cannot be prevented from moving in any way, not even with other Mansus effects, size 1)

Chalice Murmorous (infinitely produces 1 dose of an addictive substance, size 1)

Winged Doll (creates a realistic illusion of you that can carry out complex behavior, but cannot affect ther real world, size 3)

Dappled Mask (lets you change your appearance randomly, except for your face, size 0)

Alakapurine Shears (allows you to swap stats, once per day, size 1)

Noonstone (produces strong sunlight, size 1)

Wildering Mirror (allows you to teleport one item between two linked mirrors, doing this breaks them, size 1)

Watchman's Glass (reflects one Mansus effect back at the caster, size 1)

Cinnabar Amulet (-1d to Mansus damage or can be consumed to negate one incoming spell, size 1)

Malleus Imperative (reduces an item down to its base elements, size 1)

Carcass Spark (massively increases the power of an item (up to GM), size 0)

Bone Flute (allows to raise one Burgeoning Risen (2/2), size 1)

Elagabaline Manacles (keeps something in perfect stasis, size 1)

Division Bell (destroys everything that can hear it, size 1)

The Geminiad (creates a 'twin' of you that will house your consciousness if you die, usable once, size 0)

Icon of St. Agnes (prevents natural healing of wounds done to you or by you, size 1)

Consecrated Lintel (can change where a door leads within line of sight, size 0)

Frangiclave (opens any door any number of times, size 1)

Paradoxical Curio (provides a +1d bonus when trying to illustrate the true nature of reality, size 1)

Atlas of Dreams (lets you make one extra Dream roll while in the Mansus, size 1)

Azoth (can dissolve anything up to size 2, size 1)

Greydawn Oil (absorbs noises, protects from sonic attacks, size 1)

Leathy (more potent Laes, size 1)

Glassfinger Draught (allows you to pass through glass without breaking it, size 1)

Ichor Vitreous (turns a substance transparent, up to size 2, size 1)

Bitterblack Salts (can be used as a missing ingredient for stuff, size 1)

Iotic Essence (can be used to fuel anything, size 1)

Martensite Paste (improves the damage of a weapon by +1d, size 1)

Wolf-Snow (preserves something perfectly, size 1)

Watch-Worms (allows the Worms to possess someone, size 1)

Rose-Pearl Dust (creates Warding Circles, which prevent summons from entering, size 1)

Witch-Kissed Oil (fully restores a living being to prime physical condition, size 1)

Amaranthine Nectar (grants +3d on all rolls, but instantaneously addictive, size 1)

Leather and Metal Armor = 8

Combat Armor = 10

Knife = 3

Spear = 4

Sledge = 6

Chainsaw = 9

10mm Pistol = 6

Hunting Rifle = 7

Assault Rifle = 9

Barett Rifle = 10

Grenade Launcher = 18+, but usually not for sale

Minigun = 18+, but usually not for sale

Rocket Launcher = 15

Laser Pistol = 7

Laser Rifle = 13

Drugs = 6

Doctor's Bag, Lockpicks, Toolkit, Binoculars = 8

Backpack = 10

Smart-Pac = 15+, but usually not for sale

Ballistic Ammo = 1

Energy Ammo = 2

Hybrid Ammo = 12

Rations = .5

High-Energy Rations = 2

Magic Items are all super rare. Think 30+ minimum if anybody has them (and knows what they are).

All prices are in Wealth. It's a relative measure of how much resources the person has and is meant to be slightly abstract. I would advise giving the players no more than 10 to start with.

Aspects and Lores:

You get some cultist abilities. They almost never have no cost. When you use them in combat, it is assumed that you prepped the ritual beforehand, but are "pulling the trigger" only in combat.

If you want to identify something that is pertinent to your Lore/Aspect, you tally up the total number of abilities you have from that Lore/Aspect and then roll that many dice, counting successes.

You can purchase only one of your Major Abilities, unless you pass through the Stag Door, at which point, you can buy the second one.

The Aspect entries are in the following format:

Name of Aspect

Minor Ability

Basic Ability

Basic Ability

Summon

Major Ability

Major Ability

Ability Boost

Neighboring Minor Ability

Neighboring Minor Ability

Neighboring Basic Abilities

Neighboring Basic Abilities

Lantern:

A Watchman's Secret: conjures a light equivalent to a powerful flashlight

A Mansus-Glimpse: enhances an existing light to reveal anything hidden/decodes messages, sustained

Phanaen Invocation: creates postcognition holograms in an area, visual only, sustained

An Unmerciful Mantra: force a reroll with +/- 1d on one dice roll, free action

Hint: travels through mirrors, 10/0 summon

Mantra of Ascent: you learn one true fact

Formula Concurstate: for one action allows you to ignore any one law

Boost Reason: +1 to Reason ability and increase maximum Reason to 6

A Smith's Secret: calls a flame equivalent to a small torch

A Knife's Secret: can tell how lethal things are - damage, armor, etc

Neighboring Basic Abilities: A Shaping Chant OR An Ardent Orison OR Callidate Invocation OR An Operation of the Labhite OR The Colonel's Names OR Chiliarch's Lesson ; or just manual entry

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Forge:

A Smith's Secret: calls a flame equivalent to a small torch

A Shaping Chant: change one item of equal size to another item of equal size for 24 hours

An Ardent Orison: restore any item to functional capacity

Callidate Invocation: know the direction and approximate distance to an item that you are seeking

Caligine: a cloud of black smoke that can disable any machine and give people nightmares

Furnace Paeon: create one item based on your environment, lasts for 1 scene/combat

Formula Fissive: can break down an item to its base components or reverse

Boost Survival: +1 to Survival ability and increase maximum Survival to 6

A Knife's Secret: can tell how lethal things are - damage, armor, etc

A Sexton's Secret: allows to find the nearest dead thing

Neighboring Basic Abilities: An Operation of the Labhite OR The Colonel's Names OR Chiliarch's Lesson OR A White Ceremony OR An Operation of the Declining Sun OR Invocation of the Ivory Dove; or just manual entry

Neighboring Basic Abilities: An Operation of the Labhite OR The Colonel's Names OR Chiliarch's Lesson OR A White Ceremony OR An Operation of the Declining Sun OR Invocation of the Ivory Dove; or just manual entry

Edge:

A Knife's Secret: can tell how lethal things are - damage, armor, etc

An Operation of the Labhite: double the damage potential of something for one scene/combat

The Colonel's Names: compels a target into a berserker rage where they'll attack the nearest thing, until it or the target is dead

Chiliarch's Lesson: conjure an invisible 2d Mansus melee blade, or enhance a melee weapon to deal a bonus +2d Mansus melee, always on

Maid-in-the-Mirror: an 8/2 summon, pulls any bodies with her into the Mansus

The Lionsmith's Names: conjure a reflection of yourself with the same stats, exists for one scene/combat,

The Alignments of Murder: enchants item to kill one person on touch, lasts 1 day, death can be delayed for up to 7 hours

Boost Fighting: +1 to Fighting ability and increase maximum Fighting to 6

A Sexton's Secret: allows to find the nearest dead thing

A Thunderous Secret: know the closest safe shelter

Neighboring Basic Abilities: A White Ceremony OR An Operation of the Declining Sun OR Invocation of the Ivory Dove OR Geminate Invocation OR Words that Walk OR A Waking Chant; or just manual entry

Neighboring Basic Abilities: A White Ceremony OR An Operation of the Declining Sun OR Invocation of the Ivory Dove OR Geminate Invocation OR Words that Walk OR A Waking Chant; or just manual entry

Winter:

A Sexton's Secret: allows to find the nearest dead thing

A White Ceremony: allows the user to know all that the corpse knew, though a Winter check will be called for to recall specific or uncommon information

An Operation of the Declining Sun: slow the target by a factor of 2 (for mechanical purposes, an action every other round)

Invocation of the Ivory Dove: destroys someone's sense of self for 1 day, sustained

Voiceless Dead: causes an area where no communication is possible, sustained

Recitation of Lost hours: raises a corpse to Shattered(3/3) undeath

The Division of the Names: instantly turns someone into a corpse

Boost Grace: +1 to Grace ability and increase maximum Grace to 6

A Thunderous Secret: learn a common interest between yourself and a target

A Red Secret: can identify social connections in an area

Neighboring Basic Abilities: Geminate Invocation OR Words that Walk OR A Waking Chant OR Thiatic Invocation OR A Delightful Sacrament OR A Megalesian Incantation; or just manual entry

Neighboring Basic Abilities: Geminate Invocation OR Words that Walk OR A Waking Chant OR Thiatic Invocation OR A Delightful Sacrament OR A Megalesian Incantation; or just manual entry

Heart:

A Thunderous Secret: learn a common interest between yourself and a target

Geminate Invocation: prevent a specific non-Knock, non-Grail, and non-Hour Lore from affecting a target, sustained

Words that Walk: invigorates a living thing, doubling a number of non-Luck stats equal to the caster's Heart lore rank for the purpose of mundane skill checks and Lore defense, sustained

A Waking Chant: prevents attacks by summons, sustained

Percussigant: a 5/5 summon that is entirely immune to Mansus damage

Velvet Charm: brings a person back to life or prevents them from being killed by non-Mansus damage, sustained

Formulae Vigilant: prevent a target from being able to harm or impede you, sustained

Boost Health: +1 to Health ability and increase maximum Health to 6

A Red Secret: can identify social connections in an area

A Barber's Warning: know when someone is lying to you

Neighboring Basic Abilities: Thiatic Invocation OR A Delightful Sacrament OR A Megalesian Incantation OR Moldywarp Admonitions OR A Wood-Whisper OR An Ecdysiast's Parable; or just manual entry

Neighboring Basic Abilities: Thiatic Invocation OR A Delightful Sacrament OR A Megalesian Incantation OR Moldywarp Admonitions OR A Wood-Whisper OR An Ecdysiast's Parable; or just manual entry

Grail:

A Red Secret: can identify social connections in an area

Thiatic Invocation: changes the thing the target most wants, sustained

A Delightful Sacrament: causes the failure of all senses of a target 1 day

A Megalesian Incantation: create 1 dose of any drug

Raw Prophet: can perfectly impersonate someone

Anthic Elaboration: can drain 1 stat for the duration of one scene/combat

Formulae Voluptuous: possess the body of a target up to 9 months

Boost Passion: +1 to Passion ability and increase maximum Passion to 6

A Barber's Warning: know when someone is lying to you

A Watchman's Secret: conjures a light equivalent to a powerful flashlight

Neighboring Basic Abilities: Moldywarp Admonitions OR A Wood-Whisper OR An Ecdysiast's Parable OR A Mansus-Glimpse OR Phanaen Invocation OR An Unmerciful Mantra; or just manual entry

Neighboring Basic Abilities: Moldywarp Admonitions OR A Wood-Whisper OR An Ecdysiast's Parable OR A Mansus-Glimpse OR Phanaen Invocation OR An Unmerciful Mantra; or just manual entry

Moth:

A Barber's Warning: know when someone is lying to you

Moldywarp Admonitions: invert Luck score for one scene

A Wood-Whisper: drive a person insane for 1 day or cure insanity for 1 day

An Ecdysiast's Parable: always be able to enter the Mansus, always crit on Dream rolls

Eyeblossom: a plant that quickly spreads over a wide area and monitors all

Thigh-born Thorax-Sweet: speak with animals as though they were humans, always on

Centipede Testament: change form into an animal, sustained

Boost Dream: +1 to Dream ability and increase maximum Dream to 6

A Watchman's Secret: conjures a light equivalent to a powerful flashlight

Call Flame: calls a flame equivalent to a small torch

Neighboring Basic Abilities: A Mansus-Glimpse OR Phanaen Invocation OR An Unmerciful Mantra OR A Shaping Chant OR An Ardent Orison OR Callidate Invocation; or just manual entry

Neighboring Basic Abilities: A Mansus-Glimpse OR Phanaen Invocation OR An Unmerciful Mantra OR A Shaping Chant OR An Ardent Orison OR Callidate Invocation; or just manual entry

Knock:

A Locksmith's Secret: sense the flows of Mansus energy

A Consent of Wounds: Health check to store/retrieve one Size 1 item in your blood

An Iguvine Rite: unsummon or end a non-Hour Mansus effect

Menisicate Invocation: find out what's behind a lock

Coilcorpse: a 7/3 summon which is immune to non-Edge and non-Knock magic

Liminal Evocation: open anything locked

Formulae Ophidian: teleport within line of sight

Boost Any Stat

Other Summons: Hint OR Caligine OR Maid-in-the-Mirror OR Voiceless Dead OR Percussigant OR Raw Prophet OR Eyeblossom OR Theresa

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Pismire's Supplication: you now automatically crit on physical digging

Scripture of the Naga: your blood is now a universal antidote

Secret Histories:

Wormwatch: look for entities that are possessed or things that don't belong in this reality. Furthermore, this lets you roll all Lore checks as Secret History checks.

Any 2 Minor abilities from any other Aspect: You pick any Minor ability from any other Aspect list.

Any 7 Basic abilities from any other Aspect: You pick any Basic ability from any other Aspect list.

Nevershould: summon a creature of fractured realities. It will hide in your shadow, and will tell you the direct outcome of an action you are about to take.

Boost Luck: you get a floating set of dice equal to your Luck score (so if your Luck is 3, you have 3 dice). Before rolling you may choose to allocate none, some, or all of your floating Luck dice pool, and it will grant you that many bonus dice. This dicepool refreshes with the rest of your powers, on waking up.

Mansus Actions:

When you rest, you may roll a Dream test. If you succeed, you managed to enter the Mansus. You always show up in the Wood. You can only do actions in the Mansus equal to your Dream score. Finally, in order to get higher in the Mansus, you need to "unlock" the doors:

White Door - sacrifice one of your stat points by lowering it by 1

Stag Door - either have all three of your Basic abilities or have your Summon and your Greater Ability - this officially makes you a Know

Spider's Door - make a sacrifice of a sentient mortal entity before you go to the Mansus

Peacock's Door - either go to sleep with a mirror and lose it as a consequence or have the Frangiclave

Everything in the Mansus is at the GM's discretion and interpretation and meant to enhance playing the game. The locations in the Mansus are as follows:

The Wood - where you start when you enter the Mansus. Succeeding on a Dream test here should reveal a truth about the Mansus

The Well - there is an entity that lives there that is always crying and plotting revenge

The Temple of the Wheel - succeeding on a Dream test here lets you know how to make something

The White Door - lets you know the name of someone or something dead

The Lodge of the Sage Knight - succeeding on a Dream test here lets the GM tell you something that they feel that they should tell you via Teresa Galmer as a mouthpiece

The Orchard of Lights - succeeding on a Dream test here lets you find out a true fact about a mortal entity in the "real" world

The Stag Door - succeeding on a Dream test here lets you talk to Ghirbi and find out important locations to your Lore

The Ascent of Knives - succeeding on a Dream test here lets you find out a true fact about an immortal entity in the "real" world, provided they haven't taken precautions against this

The Painted River - succeeding on a Dream test here lets you find out one step or material necessary for your Ascension into a Long

The Spider's Door - succeeding on a Dream test here lets you meet other Know

The Malleary - succeeding on a Dream test here lets you visit the Forge of Days and her court, which can tell you where valuable items are, if you survive

The Chamber of Ways - succeeding on a Dream test here lets you meet a random Hour

The Peacock's Door - succeeding on a Dream test here lets you know anything true

The Red Church - succeeding on a Dream test here lets you meet the Red Grail and her Court

The Worm Museum - succeeding on a Dream test here lets meet the Colonel

Finally, I had provisions for the players ascending into Long-hood. It's meant to be difficult but rewarding. It should be individually tailored to each player, but I will provide the ones I did for mine as examples:

Octavia Lucrecia

"Blood and Birth"

- a) befriend the Deathclaws
- b) participate in their fertility rite
- c) get pregnant via Amaranthine Nectar
- d) get feasted on in the Red Church (and empowered by the Grail)
- e) give birth to the Human-Deathclaw-Grail hybrid
- f) become Echidna, the new incarnation of the Mother of Monsters

Lepidoptera

"Wasteland Woman in White"

- a) observe a mortal change into a ghoul, a Super Mutant, or Fishman (any sort of non-Mansus transformation)

- b) obtain a mutagen similar to FEV, mix it with either Witch-Kissed Oil or Bitterblack Salts
- c) create a cocoon from the Mansus spiders or if you enchant some bivalves to make sea silk (or any exotic fabric)
- d) find a place to incubate where you touch both the Wood and the real world
- e) consume the mind of at least one person who approaches the cocoon
- f) emerge as an amalgam of skin and cloth, life and dream

joined at the hip Witch-and-Sister, Sister-And-Witch

Vivificantern

"I Am The Gate I Am The Key"

- a) draw yourself from a magic mirror
- b) unlock the painting to receive a bag of fertilizer
- c) fertilize yourself into a fertile chamber (The Garden, Burgeonin Risen, Formula Concurstate)
- d) couple with an Eyeblossom
- e) travel to the Moon and offer yourself up to the Meniscate
- f) enjoy limited omniscience and immortality (lunar reflection)

Dave

"Moloch Machine"

- a) ascend up to the Malleary and make a deal with the Forge of Days and King Crucible (or Inferro)
- b) construct the Iron Angel
- c) construct reactor capable of withstanding stupid temperature (any sort of fusion reactor)
- d) summon King Crucible (pyre with human, chlorine trifluoride, Forge invocation, and Winter tool)
- e) burn with either the Forge of Days (she dominates), King Crucible (he dominates, but can be threatened with death), or Inferro (you dominate)
- f) enjoy life as the the Bronze Nail or the Vein of Talos

-End GM's Section-

Finally, I originally created this as a hybrid between Cultist Simulator and Fallout, set in NYC. I will be providing my un-edited campaign notes, since editing them would be a massive undertaking. It will provide a map, a list of NPCs from the Vault that the player characters start in, and a brief overview of the campaign. Everything else can be up to the GM. There are also some item changes and minor rules (radiation). I will also be providing statblocks for enemy NPCs.

If you don't want to mix your genres, then just don't use this section - the previous sections is the barebones necessary to run a CS-based campaign. This is just provided for completeness' sake.

Radiation Rules:

Radiation is rated by bands:

Radiation Band I applies a -1d penalty to all dice rolls.

Radiation Band II applies a -3d penalty to all dice rolls and increases all incoming damage by +2d.

Radiation Band III applies a -6d penalty to all dice rolls, increases all incoming damage by +4d, and prevents crit hits from happening.

Radiation Band IV is lethal to all mortal humans. Their Radiation Track is entirely filled and unless they ghoulify (1%), they will die.

Upon spending a scene in a Radiation Band that isn't entirely countered, the person takes that much Radiation damage to their radiation track. They are affected by the effect of that Radiation Band until they are cured of all radiation damage. A baseline human has a Radiation track of 4. Since the PCs are unlikely to

purposefully expose themselves to high doses of radiation, long-term exposure doesn't build up (in other words, once they have been exposed to Radiation Band II, they will be unaffected by further exposure to Radiation Band II or I.

Item Changes:

Items:

Leather Armor (-2d on melee damage, -1d on ballistic damage, -3d on energy damage, size 2)

Metal Armor (-2d on melee damage, -3d on ballistic damage, -1d on energy damage, size 2)

Combat Armor (-2d on all types, size 2)

Power Armor (-3d on all types, size 3)

Rad Suit (reduces radiation damage by 1 band, size 2)

Spider Jacket (-1d on melee damage, -1d on ballistic damage, -1d on energy damage, -1d on Mansus damage, size 1)

Knife (+1d melee damage, size 1)

Spear (+1d melee damage, size 2, gain advantage on crit)

Super Sledge (+2d melee damage, size 2, gain advantage on crit)

Ripper (+3d melee damage, size 1)

10mm Pistol (+2d ballistic damage, range: close, size 1, needs ammo)

Hunting Rifle (+2d ballistic damage, range: long, size 2, needs ammo)

Assault Rifle (+3d ballistic damage, range: medium, size 2, gain advantage on crit, needs ammo)

FN FAL (+3d ballistic damage, range: long, size 2, needs ammo)

M72 Gauss Rifle (+5d ballistic/energy damage, range: extreme, size 3, needs ammo)

Vindicator Minigun (+5d ballistic damage, range: long, size 3, gain advantage on crit, needs ammo)

Rocket Launcher (+4d ballistic/energy damage, range: extreme, size 3, needs ammo)

Laser Pistol (+2d energy damage, range: short, size 1, needs ammo)

Plasma Rifle (+4d energy damage, range: medium, size 2, needs ammo)

Jet (+1 Dream, size 1)

Buffout (+1 Health, size 1)

Mentats (+1 Reason, size 1)

Psycho (+1 Fighting, size 1)

Med-X (+1 Survival, size 1)

Turbo (+1 Grace, size 1)

Daddy-O (+1 Passion, size 1)

Stimpack (2d healing, size 1)

Rad-Away (reduces radiation damage by 1 track, size 1)

Rad-X (reduces radiation damage to target by 1 band, size 1)

Geiger Counter (detects radiation, size 1)

Doctor's Bag (allows to provide long-term care and treat things like poison, disease, etc, size 1)

Lockpicks (+1d to open mechanical locks, size 1)

Toolkit (+1d on tool-related stuff, size 1)

Backpack (0 encumbrance, doubles encumbrance)

Smart-Pac System (0 encumbrance, +3 encumbrance threshold)

Binoculars/Spyglass (1 encumbrance)

Earplugs (+1d oppose sonic-based attacks)

Leather and Metal Armor = 8

Combat Armor and Rad Suit = 10

Power Armor = 15, but usually not for sale

Fusion Core = 5

Spider Jacket = 10, but usually not for sale

Knife = 3

Spear = 4

Sledge = 6

Ripper = 9

10mm Pistol = 6

Hunting Rifle = 7

Assault Rifle = 9

FN FAL = 10

M72 Gauss = 18+, but usually not for sale

Vindicator Minigun = 18+, but usually not for sale

Rocket Launcher = 15

Laser Pistol = 7

Plasma Rifle = 13

Drugs = 6

Geiger Counter, Doctor's Bag, Lockpicks, Toolkit, Binoculars = 8

Backpack = 10

Smart-Pac = 15+, but usually not for sale

Ballistic Ammo = 4

Energy Ammo = 5

Hybrid Ammo = 8

Rations = .5

High-Energy Rations = 2

Magic Items are all super rare. Think 30+ minimum if anybody has them (and knows what they are).

NPC Bank:

Overseer Chadwick Mancia - pretty distant from the Vault, delegated most things to the Administrator and secretary

-Secretary Tami Ingram, Karamarantheum - a bit stern and no-nonsense, some unwarranted self-importance

-Administrator Robert Harpe - wouldn't have interacted all that much

Chief Engineer Jorge Anderson (Forge 5) - was very more into maintenance than innovation, a bit of a gloryhound

-Head of Power Norman Foster - grandiose and a blowhard, but competent

-Head of Life Support Minnie Anderson - kinda chill, would always try to be generous

-Head of Robotics Jennifer Johnson - didn't interact all that much, virtuoso programmer

-40 Technicians (Dave was a member)

-Thelma Winget, X-Cross - a pleasant woman but very prone to rapid mood swings

-Brenda Beadle, Upiorzyca - ugly but very hopeful wants to help the clueless mortals

-Allen Birch, Steele - treats craftwork as an art, sings and hums technical instructions and schematics

-Eric Parker, Blackwood - a bit sulky and melancholy, but loves his wife, not very competent but did it out of loyalty to his wife

-Kathy Parker, Agoam - consumed by visions that she has while working on mechanical tasks

-Daniel Perkins, Xix - had a special aptitude for fixing the life support stuff, often would disappear for days

-Richard Eich, Mister H - very secretive, made sure his doors always stayed close, was one of the more prolific summoners

-Kirk DeLuna, Secundus - relaxed guy except when it came to his blood-bound brother

-Diane Emery, Lynx - pregnant so off duty a bunch, very good at house maintenance

-Carol Guilorry, Hazelmere - cheerful kind of person, pretty good looking, worked with oxygen scrubbers

-Charles Ferguson, Merprince - middling mundane technician, but very good at working with Tools, very ambitious

-Jenelle Schaefer, Iona - also a middling technician, but was very good at mediating between the technicians and everyone else

-Scott Cramer, Ashcane - a bit stand-offish and private, left during the Opening party

-Sandra Jenkins, The Harlot Wyrn - worked a lot with security and did weapon maintenance, took her job very seriously and saw it as a higher calling

Head of Security William Gauthier - nepotist who promoted people on how sexy they looked, very weird and sensual, has like 4 handcuffs on her

-Chief of Security Alex Phillips - hunk of a man

-Scoutmaster William Washington - never interacted with him much, was big into Mansus exploration

-Deputy Nina Thompson - very well informed, no-nonsense, preferred to solve problems when they're small

-27 Security personnel

-Amy Melby, Marquessa - haven't interacted much, but she's a tinkerer and would've been as happy being a technician

-Hannah Hernandez, Laguna - very friendly woman who is good at making people feel at ease despite being security

-Rosemary Stamey, Dernholm - unpleasant and individualistic, unpleasantly individualistic, was the first person to book it literally

-Shelley Lockhart, Maware - quiet woman, a tad distant, very hungry/big eater

-12 Scouts

-Elizabeth Nasmith, Zabiza - very quiet and intense woman, would often come back wounded and scarred

Head of Science Garland Logan - didn't interact much, very good with kids, had a large family

-Doctor Michael Fairchild - friendly jovial Dr. Hibbert type

-Doctor Assistant Kenneth Romero - huge fucking bitch who lectured people

-Surgeon Lee Arrey - workaholic, had a sweet tooth, participated in crazy orgies, would operate completely nude

-Surgeon Assistant Lula Proctor - simultaneously withdrawn but would often visit people for figurative tea

-Pharmacist Jessica Bowyer - very pragmatic and believed in over-preparedness, begrudged the chemical stores constantly being raided

-Research Coordinator - didn't interact much, quiet librarian type, dummy thicc

-Psychologist Sandra Stockton - nobody could get a read on her, everyone suspected a "physician heal thyself" thing

-8 Lab Techs

-Tyler Andersen, Natas - very passionate, competent in a team, flaked if independent, very magically powerful and overt with it, you pegged him as almost being a Name of the Grail

Head of Human Resources Jerry Ashbury - order obsessed, built clocks in his spare time and left them in random places in the Vault, people also pegged him for a Name

-Teacher Anita Short - definitely the "cool" kind of teacher who actually made learning fun

-8 Cafeteria Staff

-Neal Foster, Xensor - gorgeous manslut, not Grail

-12 Janitorial Staff

-Population Manager Ronald Lashley - didn't interact much, very meticulous, very fussy and lame-looking, but also a bit of a manslut (less so than Xensor)

-Liaison Maria Slater - one of the first to leave, very into the idea of the Vaults despite the control projects, the rah-rah girl

-36 Hydroponics Operators

-David Coleman, Oggie - friendly and chill kind of dude who's passingly aware of everyone

-Richard DeLuna, Quintus - passionate about everything, including his work, his art, and his blood brother Kirk DeLuna

-Richard Colon, Lennix Coulton Squire Em-Dee - prone to having visions, kinda resented that, but fairly cheerful and very dutiful

-Joe Gaudet, Velyes - overachiever, constantly received awards for increasing food output

-Quartermaster John Holt - pretty chill guy who was kinda like a kindly toymaker

Overseer, Administrator, Head of Security, Chief of Security, Scoutmaster, Head of Science, both Doctors and the Surgeon (but not

the assistant), as well as the overwhelming majority of the scouts and security have left. Since the Vault is open, there is kind of a power vacuum, but right now the Liaison and the Head of Life Support are kinda the unofficial leaders. Since there's only about 100-150 left, it's not too bad.

Sites with Vault Cultists:

Hole Land: Oggy (friendly Grail guy who gets off on knowing people)

Study Sands 2 (Secretary 1, Technician 32)

-Tami Ingram, Karamarantheum, Lantern 7 - a bit stern and no-nonsense, some unwarranted self-importance

-Thelma Winget, X-Cross, Lantern 7 - more pleasant, but also more prone to flip-flops

Fort Battery 1 (Deputy 47)

-Nina Thompson, Sangry, Secret Histories 5 - fed up with the nonsense and just wants to stabilize the region, great source of esoteric lore

Rakers 1 (Cafeteria Staff 73)

-Neal Foster, Xensor, Winter 5 - hunky cafeteria line cook who looks like Taric, bit dead inside

Statists 1 (Technician 20)

-Brenda Beadle, Upiorzyca, Secret Histories 3 - a bit of an ugly loser who always hopes for the best and tries to go for the more outlandish secret histories and believes in peace with the fishermen

Governors 2 (Technician 16, Liaison 81)

-Allen Birch, Steele, Moth 4 - treats highly technical work like an art, memorized formulae and schematics by droning chants

-Maria Slater, Diadora, Knock 7 - negotiating on behalf of the Vault, trying to set up an information network, craves information for the sake of information, writes frenetic books

Hub's Son 4 (Technician 34, Technician 37, Technician 40, Scout 55)

-Eric Parker, Blackwood, Lantern 5 - more grounded than his wife, energetic, more and more concerned over how much she spends in the Mansus and how her visions are consuming her

-Kathy Parker, Agoam, Lantern 7 - is mentoring her husband Eric, is the more sulky of the group, acts like Rakan, can start the players on ascension

-Daniel Perkins, Xix, Moth 6 - studying the Worm crisis, is more like an obsessive scholar, knows how to speak with animals

-Elizabeth Nasmith, Zabiza, Winter 9 - friendly with Daniel (romance possible but unlikely), very serious no-nonsense woman who is hunting Worms

Greenport 4 (Head of Human Resources 68, Security 48, Security 53, Technician 39)

-Jerry Ashbury, Pompei, Secret Histories 4 - obsessed with order and perfect mechanisms, builds clocks, and studies the nature of time, can start players on ascension

-Amy Melby, Marquessa, Forge 8 - she builds weapons and sells them but she always doubts herself because she is really more Edge than Forge and can't press on ahead

-Hannah Hernandez, Laguna, Grail 7 - one of the better investigators of the security detail, she now posits herself as a Wasteland guide, hides her hunger for exploration very well

-Richard Eich, Mister H, Knock 3 - a taciturn man who hides everything in his heart, almost literally, is madly in love with the Green Hart, but due to their magics, their love cannot happen

Condor City 2 (Hydrponics Operator 96, Technician 12)

-Richard DeLuna, Quintus, Secret Histories 4 - the two bonded each other as brothers, are studying people, want the guy in the museum out violently

-Kirk DeLuna, Secundus, Secret Histories 6 - same as above but more peaceful

Met Museum Egypt Department 1 (Chief Engineer 3)

-Jorge Anderson, The Black Pharaoh, Forge 5 plus Winter 10, plus Worm magic - formerly a man obsessed with maintenance over creation and stasis, now an amalgamation of him, a Egyptian Winter pharaoh Merenptah Siptah who was possessed by a Worm back in the day, possessed a trove of magical artifacts

Hayd(e)n Planetarium 2 (Lab Tech 61, Technician 10)

-Tyler Andersen, Natas, Grail 5 - seeks to attain pliability of flesh (prefers female), gave birth to their child, specialized in chemistry

-Diane Emery, Lynx, Heart 7 - fiercely protective (tsundere), wants to eventually start a familialy-linked community and reclaim the park

-child Victoria Andersen, nothing yet

Corona 1 (Technician 36)

-Carol Guilorry, Hazelmere, Winter 4 - studying the conflict between the sapient Deathclaws and the fishmen, frequently stalks the Midwood, clad in white

Colleges: NYU (raided by Green Hart), Call Umbra (Columbia) 3 (Hydroponics Operator 83, Technician 26, Technician 18), Brooklyn 1 (Security 53), Queen 1 (Hydroponics 94), SI 1 (Technician 14), Bronx 1 (Security 51), City 1 (Head of Robotics 6), Kings 1 (Technician 9)

Call Umbra:

-Richard Colon, Lennix Coulton Squire Em-Dee, Grail 6 - schemes against the other two

-Charles Ferguson, Merprince, Moth 10 - group is seeking either the Frangiclave or the Division bell, is incapable of having visions, but can engender them in others

-Jenelle Schaefer, Iona, Grail 5 - mediates between Richard and Charles

Brooklyn:

-Rosemary Stamey, Dernholm, Grail 7 - crazy survivalist type, drove the settlers out into the Midwood

Queens:

-Joe Gaudet, Velyes, Winter 4 - mid-transformation into a ghoul, she seeks more and more corpses to consume, but the transformation doesn't come

Staten Island (Statist Island)

-Scott Cramer, Ashcane, Moth 2 - is studying the fishman transformation, but plans to abscond before the conquest

Bronx Community College:

-Shelley Lockhart, Maware, Winter 9 - preparing supplies to go North both literally and physically, will eat the players

City:

-Ronda King, Okesia, Lantern 9 - wants to preserve the past by collecting the materials and rebuilding the 9/11 memorial and golems

Kings:

-Sandra Jenkins, The Harlot Wyrms, Edge 3 - crafting a militia to fight off the Fishmen

19 UNclave cultists:

5 Knock, 1 Heart, 2 Grail, 3 Moth, 2 Lantern, 1 Forge, 2 Edge, No Winter, 2 Secret Histories

They didn't have any Winter because they thought that the Wolf Divided would interfere. Instead it is (one) of the reasons they failed. Leader is the one of the Edge.

The Green Haart:

6 cultists, 5 fertile super mutants, 21 infertile ones

USE THE FOLLOWING LINKS:

https://www.fantasynamegenerators.com/evil_names.php OR
<http://www.farragofiction.com/DollSim/index.html?type=2>

<https://www.fakenamegenerator.com/gen-random-us-us.php>

1d9 for lore, 1d6+1d4 for strength

Overview for the Campaign I Ran:

- 1) Green Hart can make fertile Super Mutants. Stop this.
 - a) get a bunch of ingredients for Witch-Kissed Oil
 - b) get access to a source of FEV
 - Jamaica Bay (most)
 - Vault 5 (chemical formula, no FEV)
 - Vault 24 (least)
 - c) set up a site in one of the old forts and start producing them
 - d) if this fails, figure out how to get reliable psionics
 - e) if this fails, ascend (step 4, access to peacock gate)
 - f) main base is in glass factory to make magic mirrors
 - g) his heart is hidden on Hart Island (standard phylactery rules - destroying this doesn't kill him, just makes him mortal)
 - e) could be negotiated with if Thunderskin stops supporting him

- 2) Fishmen are raiding the coasts. Stop this.
 - a) Hierarchy: Sea Queen (durable, psychic); Sea Bishops (35 of them, psychic, weaker); Mermaids (88, poison, sonic); Fishmen (312, durable), Kraken (10s in stats, Sea Queen can transmit psionics

though her), Sea Princess (wants to usurp the Queen and will fuck off)

b) Statist Island needs to re-activate defenses at Fort Wardworth (buy some time); and empower the Governors

- reactivate the turbine facility (crawling with fishmen, mermaids, and one Bishop), possible to collapse the bridge on them, but you would need to restore the facility

- divert power from Indian Point

- find Iotic Essence (or a large quantity of hydrogen) for their hydrogen cell plant

c) destroy the facility in Jamaica Bay (source of FEV, nuclear fuel, manufacturing capability, some magical trinkets)

d) negotiate with the Sea Princess to usurp the Sea Queen, find them a place to live, and make them fertile/source a bunch of FEV

3) Entrench three Regional powers (human, non-human, supernatural)

a) Hub's Son

- solve the fishmen problem

- kill/neutralize the ruling council of Greenport

- negotiate trading contracts from the minor settlements - Bart Ow, Spider Farm, Bee Farm, Vertical Farm, Statist Farmstead

b) Greenport

- solve the fishmen problem

- convince Study Sands to have an exclusivity clause with Greenport

- negotiate trading contracts from the minor settlements - Bart Ow, Spider Farm, Bee Farm, Vertical Farm, Statist Farmstead

c) Hole Land

-obtain enough resources to house the refugees from fishmen

-find a good security force (exclusive Governors, Vault 40, Knights of St. Lazarus, Deathclaws)

-negotiate trading contracts from the minor settlements - Bart Ow, Spider Farm, Bee Farm, Vertical Farm (already done), Statist Farmstead

d) Governors

-solve the fishmen problem

-find a way to fully outfit them/make them the strongest fighting force in the Manhattan Project

-negotiate security contracts with high tech settlements - Study Sands, Call Umbra (Columbia), Planetarium, at least one Vault

e) Statist Island

-solve the fishmen problem

-negotiate trading contracts from the minor settlements - Bart Ow, Spider Farm, Bee Farm, Vertical Farm (already done), Statist Farmstead

-convince the Governors to relocate to Statist Island

f) Raker's Island

-negotiate for slaves with the fishmen

-murder the Governor, the Mayor of Hub's Son, and the ruling council of Greenport

-deal with Vault 40

a) Deathclaws

-find them a robot or a human willing to act as their trading liaison

-teach them magic

-put down the would-be-usurper

b) Fishmen

-see #2. basically negotiate with the Sea Princess, make them fertile, and find them a place to stay (Vault 5, Port Noon, or Raker's Island)

c) Super Mutants

-up to the PCs as they will take their leadership from Green Hart

d) Stygia

-swear fealty to the Underking

-murder the Governor, the Mayor of Hub's Son, the ruling council of Greenport, and the First Speaker of Study Sands

-convince the Order of St. Lazarus to join on ethnic grounds

a) UNclave

-give them the manufacturing center at Poseidon Energy Research Facility

-integrate their miniMansus into the main Mansus

-cede them a functional Vault

b) Zyra

-find her a Marruvine Idol that knows A Waking Chant/figure out a way to teach her magic (give her a Bone Flute, Witch-Kissed Oil, and invoke Formulae Voluptuous on her)

-connect her Forest with the Wood

-make harmony between her and Greenport

c) Kingdom of Silence

-allow the Black Pharaoh to dominate

-bring him Charles Ferguson or Joe Gaudet, preferably both

-help him find or forge the Division Bell

d) Worms

-teach them to create the Maw-in-the-Maw (Lepidoptera knows how to do this)

-help them enact the ritual that would punch a hole between realities (needs the Frangiclave)

4) Ally someone with the Knights of St. Lazarus

5) Deal with the Black Pharaoh

a) Jorge Anderson - get him his power armor; receive one of the BPs artifacts and the knowledge how to "attune" places to the Mansus from the Worm

b) The Black Pharaoh Nephren-Kah - receive Anderson's Power Armor, one of his artifacts, and how to attune places to the Mansus the Worm

c) The Worm Ukighirun - receive Anderson's Power Armor, all of the BPs artifacts, and how to "attune" places to the Mansus from the Worm

6) Restore Indian Point Power Plant

a) can be restored to a third functionality by just adding fuel and doing one Forge ritual

- b) obtain two more units of nuclear fuel
- c) repair other reactors
- d) optimize the output
- e) find a way to source cables
- g) can empower 1 settlement per reactor, 2 if optimized (due to the fact that there really isn't all that much fuel)

c) Super Mutants

- up to the PCs as they will take their leadership from Green Hart

d) Stygia

- swear fealty to the Underking
- murder the Governor, the Mayor of Hub's Son, the ruling council of Greenport, and the First Speaker of Study Sands
- convince the Order of St. Lazarus to join on ethnic grounds

a) UNclave

- give them the manufacturing center at Poseidon Energy Research Facility
- integrate their miniMansus into the main Mansus
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b) Zyra

- find her a Marruvine Idol that knows A Waking Chant/figure out a way to teach her magic (give her a Bone Flute, Witch-Kissed Oil, and invoke Formulae Voluptuous on her)
- connect her Forest with the Wood

-make harmony between her and Greenport

- c) Kingdom of Silence
 - d) Worms
- 4) Ally someone with the Knights of St. Lazarus
- a)
 - b)
- 5) Deal with the Black Pharaoh
- a) Jorge Anderson
 - b) The Black Pharaoh Nephren-Kah
 - c) The Worm Ukighirun
- 6) Restore Indian Point Power Plant
- a) can be restored to a third functionality by just adding fuel and doing one Forge ritual
 - b) obtain two more units of nuclear fuel
 - c) repair other reactors
 - d) optimize the output
 - e) find a way to source cables
 - g) can empower 1 settlement per reactor, 2 if optimized (due to the fact that there really isn't all that much fuel)

Sample NPC Statblocks:

Caravan Guard/Combat-Ready Wastelander

1 in every stat except for focus

10mm Pistol (+2d ballistic damage, range: close, size 1, needs ammo)

Spear (+1d melee damage, size 2, gain advantage on crit)

Leather Armor (-2d on melee damage, -1d on ballistic damage, -3d on energy damage, size 2)

2x Ballistic ammo (good for one round of combat with ballistic damage, size 1)

Raider/UNClave Trooper/Ghoul Soldier

2 in every stat

Hunting Rifle (+2d ballistic damage, range: long, size 2, needs ammo)

Knife (+1d melee damage, size 1)

Metal Armor (-2d on melee damage, -3d on ballistic damage, -1d on energy damage, size 2)

Stimpack (2d healing, size 1)

3x Ballistic ammo (good for one round of combat with ballistic damage, size 1)

Merc/Soldier/Governor

2 in every stat, 3 in Fighting/Grace/Health

Assault Rifle (+3d ballistic damage, range: medium, size 2, gain advantage on crit, needs ammo) OR

FN FAL (+3d ballistic damage, range: long, size 2, needs ammo)

Laser Pistol (+2d energy damage, range: short, size 1, needs ammo)

Super Sledge (+2d melee damage, size 2, gain advantage on crit)

Combat Armor (-2d on all types, size 2)

Stimpack (2d healing, size 1)

Psycho (+1 Fighting, size 1)

4x Ballistic ammo (good for one round of combat with ballistic damage, size 1)

2x Energy ammo (good for one round of combat with energy damage, size 1)

Specialist/Heavy

3 in every stat, 4 in Fighting/Grace/Health

M72 Gauss Rifle (+5d ballistic/energy damage, range: extreme, size 3, needs ammo) OR

Vindicator Minigun (+5d ballistic damage, range: long, size 3, gain advantage on crit, needs ammo) OR

Rocket Launcher (+4d ballistic/energy damage, range: extreme, size 3, needs ammo)

Power Armor (-3d on all types, size 3)

2x Stimpack (2d healing, size 1)

Psycho (+1 Fighting, size 1)

Turbo (+1 Grace, size 1)

Buffout (+1 Health, size 1)

Fishman

3 in every stat (except Reason and Passion), +1 to all stats in water

Harpoon Gun (+2d damage, range: long, size 2, needs 1 action to reload, immediately make an opposed Health check to avoid being pulled towards Fishman)

Harpoon (+1d melee damage, size 2, gain advantage on crit)

Fishman Armor (-1d melee damage, -3d ballistic damage, immunity to energy weapons underwater)

Mermaid

2 in every stat

Focused Scream (+1d hybrid damage, range: short, size 0)

Hypnotic Voice (opposed Reason test or -1d to next action, +1 if earplugs on player)

Sea Bishop

3 in Passion, Dream, Reason, Luck, 1 in all other stats

Telepathy (can communicate with no voice LOS)

Telekinetic Throw/Cavitation Bubble (+1d ballistic/+5d hybrid, range: medium, size 0, damage depends on water)

Empower (+1d on another entity's next action, range: long, size 0)

Distract (-1d to another entity's next action, range: long, size 0)

Control (opposed Passion test, on a success decide maneuver, on a crit success decide action)

2x Stimpack

Sea Empress/Sea Princess

5 in all stats, +1 to all stats in water

Filigree Armor (-2d on all types, size 2)

Curious Cutlass (+4d Mansus damage, can bestow flight on an inanimate object, shields itself and user from remote Mansus targeting/scrying)

Telekinetic Ablation Field (-1d on melee damage, -1d on ballistic damage, -1d on energy damage, -1d on Mansus damage, size 0, stacks with all other armor, needs to be maintained)

Telepathy (can communicate with no voice LOS)

Glory to the Empress (-1d to all enemies of the Sea Empress/Sea Princess within long range, needs to be maintained)

Domination (automatically dominates all lesser fish people, opposed Dream test for all others)

Empress' Will (+1d to all servants of the Sea Empress/Sea Princess within long range, needs to be maintained)

Telekinesis (+4d hybrid damage, range: long, size 0)

Kraken

10 Fighting, 10 Health, 1 everything else

Tentacle (+3d melee damage, range: long, size 0)

Tough Flesh (-1d on melee damage, -4d on ballistic damage, -5d on energy damage, size 0)

possessed by a Worm

Deathclaw

5 Health, Grace, Fighting, 1 in all other stats, if sapient, 2 in all other stats

Claw (+2d melee damage, size 0)

Hide (-2d on all types, size 0)

The Conglomerate

Health 3, Grace 3, Fighting 3, Survival 4, Reason 3, Dream 4, Passion 3

Was (Egyptian Power/Dominion) Staff (+2d Mansus damage, rearrange stats once on strike, size 2)

Deshret (lower egypt) of the Nile (can command waters to rise or fall over a reasonable area, does not need to be maintained, size 1)

Hedjet (upper egypt) of the Cobra (summons a spirit cobra that automatically kills one summon per round, can be dismissed with Knock, size 1)

Scarab of Protection (non-consumable Cinnabar amulet (-1d Mansus damage or break to counter 1 spell) recharges at either noon or midnight, not both, size 0)

Spider Jacket (-1d on melee damage, -1d on ballistic damage, -1d on energy damage, -1d on Mansus damage, size 1)

Forge Powers:

Call Flame: calls a flame equivalent to a small torch

A Shaping Chant: change one item of equal size to another item of equal size for 24 hours

An Ardent Orison: restore any item to functional capacity

Callidate Invocation: know the direction and approximate distance to an item that you are seeking

Caligine: a cloud of black smoke that can disable any machine and give people nightmares

Furnace Paeon: create one item based on your environment, lasts for 1 scene/combat

Winter Powers:

A Sexton's Secret: allows to find the nearest dead thing

A White Ceremony: causes an area where no communication is possible, sustained

An Operation of the Declining Sun: slow the target by a factor of 2 (for mechanical purposes, an action every other round)

Invocation of the Ivory Dove: significantly lower the temperature of an area or object, until dismissed

Voiceless Dead: allow one person to pass through one barrier

Recitation of Lost hours: allows the user to know all that the corpse knew

The Division of the Names: raises a corpse to Shattered (3/3) undeath

A Thunderous Secret: know the closest safe shelter

A Red Secret: can identify social connections in an area

A Waking Chant: forces rapid maturation and growth

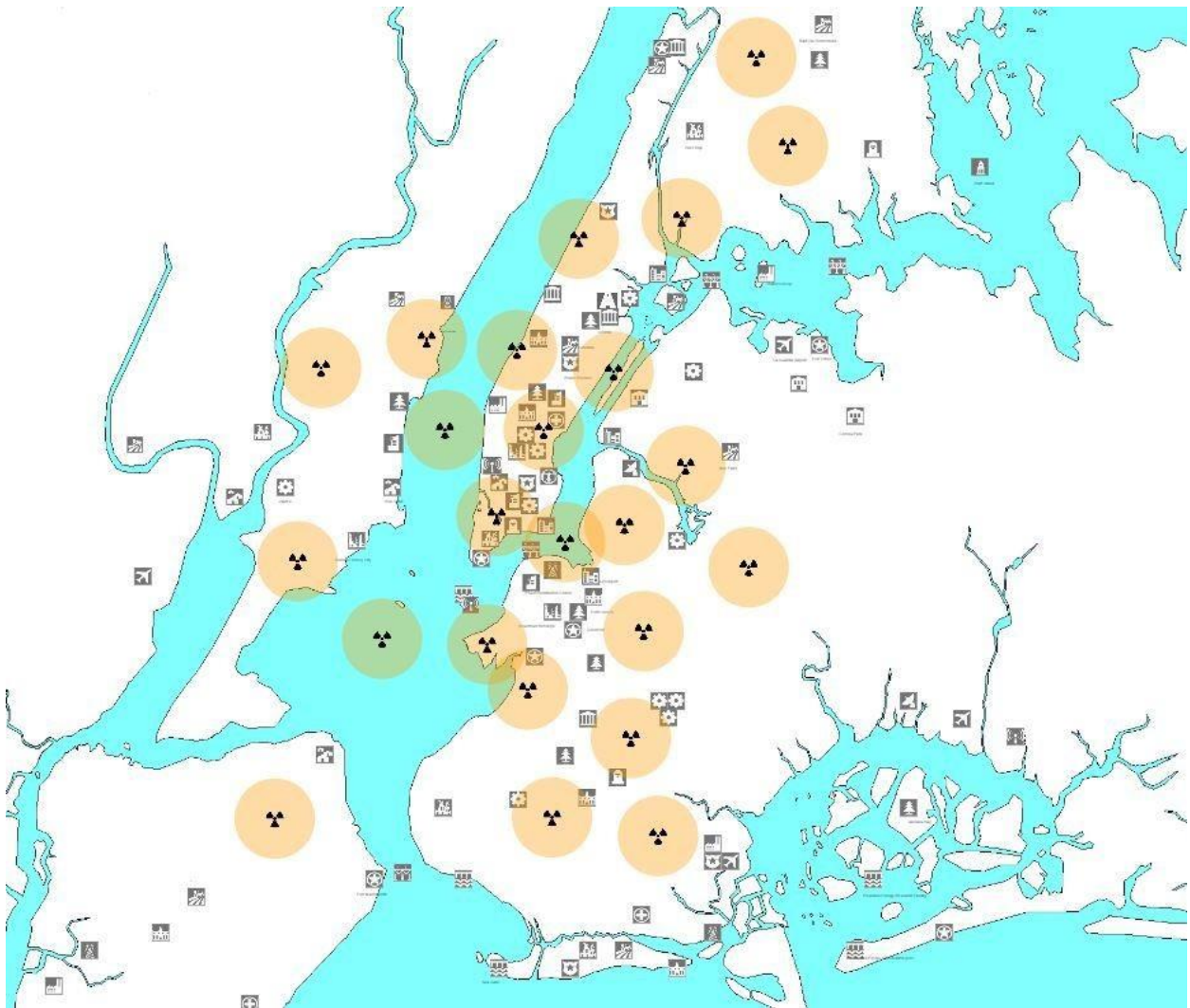
A Delightful Sacrament: causes the failure of all senses of a target
1 day

Worm Powers:

Door to Nowhere: prevents a door from leading anywhere

Tentacles: summons 8 tentacles in the area, opposed Health checks or be grappled and gnawed

Map:



If you want a more detailed version of this map, follow this link:
<https://imgur.com/a5IIfE4>

Also, I have commissioned functional character sheets on Roll20. They are fully functional, fillable, and do rolls automatically. The HTML and CSS can be found at the following links respectively:

HTML: <https://pastebin.com/A48FqiQb>

CSS: <https://pastebin.com/bELaDeJt>