

Add Talent:

Medicine: You may take this up to two times. At first rank, you may roll Reason to attempt to cure that much HP in physical damage to yourself or a target while out of combat. At rank two, you receive a bonus of +1d on this roll. Furthermore, the same +1d bonus is now applied to using Stimulants when healing in combat.

New Rule:

In cases where there is an opposed check tie between a PC and an NPC, rule in favor of the PCs. In case of PC vs PC, roll again, until the tie is broken.

New Rule:

Stone Degradation - Older stone gets more brittle with age. Never to the consistency of soapstone, but any finer details will be lost (unless restored) and the stone durability itself would be reduced by -1d per 1000 years since being worked on by mortal hands.

Cult Mechanics:

The way cults are going to be handled is by granting the player a pool of dice with which they can send their minions out to do things within their power. When you use a number of dice from the Cult score, you temporarily (and sometimes permanently) lower your Cult Stat, which regenerates at 1d/day. Your Cult caps out at 3d. Players can combine Cult actions if they so wish, but they can also set their Cults in opposition, in which case they can devote a number of dice from their pool to act as an opposed roll to the task at hand.

Cults can also benefit from some of your talents some of the times. If a talent is applicable - ultimately up to the GM, but a player can make a convincing case - it can add +1d to that roll. Obviously Talents that are not applicable do not provide this bonus. Also, depending on circumstances, Reagents, Tools, Money and so on could be used to add bonuses to these rolls as well.

Cults are not a necessarily self-renewing resource. If your Cult suffers a critical failure or an event happens that would likely kill some of your cultists, your Cult score would go down by 1d. As with some of the other Talents, if this is done for plot purposes, you will be reimbursed the XP cost; while if it was due to the player's actions or unlucky dice, it will not be reimbursed, but could be purchased back up.
Example: Suppose a player is a Forge Seeker and has maxed out their Cult score, meaning they have a Cult stat of 3. This gives them 3 dice with which their cult can do things. Also, assume that the player has Property Owner, Assistance, Labor, Artistry, Animal Magnetism, and Correspondence. The player wishes to have their Cult mine some radium for one of their experiments, as well as do research into the summoning formula for King Crucible.

The player dedicates 1d to the radium mining and 1d to the research, leaving 1d untouched, and temporarily reducing their Cult Stat to 1. The player makes the case and the GM agrees that Assistance and Labor would grant a total of a +2d bonus to the radium mining roll. The player rolls, and gets a success, meaning they now

have a sufficient amount of radium for their experiments.

Next, the player argues that the beautiful works of art made with Artistry inspires the cult to do better research. The GM disagrees, but says that their Correspondence partner would have some knowledge of King Crucible, and thus grant a +1d on this roll. The player accepts, rolls and gets no successes, meaning no progress was made. The player declares that they are done for the day, and declare that they are going to sleep and probe the Mansus. The next day, the player regains 1 point in the Cult Stat, setting their Cult to 2. One of the other players, who runs a Grail cult declares that they are going to attempt to kidnap the local librarian who holds a tome both want. The Forge player declares that they are going to oppose the roll, and contributing both dice from their 2d dice pool. Their current Cult Stat is 0 and they couldn't do anything Cult-related for the rest of the day.

The players roll off, and the Forge player rolls a critical failure. One of his cultists was eliminated by the Grail cult and they managed to kidnap the librarian. The player is now at Cult Stat 0 and their maximum Cult rank has decreased to II. Over the next two days, they would recover their new reduced Cult Stat and hope that at the end of the session, the GM is going to give them 3 XP so that they can buy their Cult Stat back to 3.

Setting Addition:

There are several organizations on the planet that seek to control the knowledge that people have of the Mansus and the Lores. They are as follows. Some have a historical basis, some do not.

- Suppression Bureau
- Thule Society
- 9th Special Department GPU NKVD
- American Society for Psychical Research
- Le Service Special des Particularites Horaires

New Reagent:

Neverwake Water (restores a corpse to pristine condition, size 1)

Rule Changes:

Armor now grants an amount of bonus HP.

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 2)

New Reagent:

Vital Pigment (when it touches a human being, it amplifies all physical and emotional sensations, size 1)

New Reagent:

Writhing Caul (while this is on the skin, it grants an additional +4 HP, size 1)

Rule Changes:

At character generation, in addition to the things already listed, you gain 1 rank in a Talent of your choice.

Winter Lore Changes:

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

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

Rules Clarification:

"Thing" = "Physical object."

Rules Clarification:

"Corpse" = "The recognizable remains of a formerly living thing."

Add Talent:

Druggist - You are skilled in administering mundane addictive substances in such a fashion that they are less likely to cause addiction. You may add a +1d to the Health check made to resist addiction when taking a drug yourself or giving it to others. Furthermore, you are always able to identify addictive substances.

Add Talent:

Poisoner - You are skilled at working with poisons. You are always capable of identifying a poisonous substance. You receive a +2d on Health checks to resist poisons. Finally, you are able to craft a Knockout Poison - once per day, you may spend 1 Cash Unit and create a dose of Knockout Poison (on hitting a target with this, the target makes a Health check or goes unconscious for the rest of the scene or combat, size 1).

Add Talent:

Fortitude - You are healthier than normal. You receive a +2d bonus on resisting diseases. Furthermore, you receive +3 HP.

Add Talent:

Toughness - You have more resilience than the average person and are more able to roll with the blows. You receive -1d to all incoming non-Mansus damage.

Rules Change:

Replace Familiar Talent text with the following - You form a bond with a helpful Mansus entity that defies normal classification and grows stronger the higher up in the Mansus you go. When you enter the Wood, it provides you a +1d bonus on Dream rolls within the Mansus (but not to enter it). When you enter the Stag Door, the familiar manifests itself in the real world by inhabiting an existing small animal, doll, stuffed animal, etc., as well as gaining a minor power from one of the Lore. When the Seeker becomes a Know and enter the Stag Door, the familiar grants you a +1d on any Lore check. When the Know passes through the Spider Door, the familiar gets a Basic power from the same Lore as the one gained through the Stag Door. Finally, when the Know enter the Peacock Door, the familiar will teach its owner how to use one of the owner's powers a second time.

Lantern Lore Changes:

Mantra of Ascent: you learn one true fact about a non-Hour subject

Heart Lore Changes:

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

Rules Clarification:

"Target" = "Any thing or NPC, unless otherwise specified."

Rule Change:

1 unit of ballistic ammunition is worth 3 shots in combat

Grail Lore Clarification:

Red Secret doesn't work globally or beyond the range of the "area" you are in. Generally it'll work within the same city, but not beyond it. As an example, if you were to use it on Victor while in London, it would identify his connections in

London, but not touch upon his connections in Strasbourg - it would just show that he has connections IN London and their approximate direction; plus the fact that he has connections in other places.

New Items:

Hand of Glory - when ignited, gives light to only the bearer, size 2

Neverwake Water - restores a corpse to pristine condition, size 1

Vital Pigment - greatly enhances physical sensation when used as makeup, size 0

Writhing Caul - grants +4 HP, when worn on the skin, size 1

Skaptodon Fang - does +2d Mansus damage at short range, but costs no action, size 1

True Blood of St. Januarius - can be used to create/cease a natural disaster, size 1

Clock-Grains - allows you to redo 1 action, size 1

Cross Carapace Cross's Carapace - turns you into a Carapace Cross for one lunar cycle/until you shed your skin

Sthenic Juice - you cannot be restrained by physical means for 1 day, size 1

Sighing Pinwheel - whispers what's the most valuable thing a person/area owns/has, size 1

Labhitic Grains - when planted in the soil, causes a Labhite (4/2, explodes) to appear for one scene/combat

Lock-Scar - can burn 1 HP to automatically crit succeed on a roll, this damage can never be healed, can be used as an immediate action at any point, size 0

Scar Upon the Sea - can open an extradimensional space that can hold up to 20 Size in items and people; Size S

Refulgin - allows you to store and replay one memory perfectly, size 1

Change:

Wildering Mirror - can be used to spy out of any other mirror in the world, if used to spy out of another Mansus-mirror, it will break and can be repaired, size 1

Watchman's Glass - reflects one Mansus effect back at the caster, afterwards it breaks, and can be repaired, size 1

New Rule:

Wards - Wards are what you get when you apply Rose Pearl Dust to something. One dose is sufficient to ward a 8,000 cubic foot room. When you create a Ward, the room has the following properties:

- the room cannot be entered by Mansus entities
- valid targets inside a Ward enjoy an automatic 1 success towards resisting Mansus effects
- someone inside a Ward cannot be scryed upon and is protected against the Orchard of Lights and the Ascent of Knives

To determine how long a Ward will last, roll the user's Heart Lore. The number of successes is how long the Ward will stay up in days. If no successes are rolled, the Ward will be good for one day.

Destroying a Ward can be done in the following ways:

- By physically clearing the Rose Pearl Dust and washing it off the warded area.
- Formula Fissive or An Iguvine Rite

DEPRECATED//Change Talent:

DEPRECATED //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 DEPRECATEDlikeness //of something, whether directly or symbolically. Furthermore, this lets you encode knowledge of the Lores in your works. The profitability formula is as follows: Roll 2d, and the number of successes is equal to the DEPRECATEDamount of Cash Units //you receive. If you are using a Mansus Tool, you get an additional 1d. If you are using an Instrument, you get an additional 2d. If you are using an Artifact, you get an additional 1 success. If you have DEPRECATEDan assistant who also has the //Artistry Talent, you get an additional 2d on the roll. If you use a quality material as your medium, you get an automatic 1 success, but this usually costs money. If you choose to encode Lores in DEPRECATEDyour work, you get an automatic 1 //successes, but this will draw attention to you. If you use a Pigment in your work, you get an automatic 1 success, but these are hard to source. These are all cumulative.

Rule Clarification:

It is possible to destroy Tools and Instruments, but not possible to destroy an Artifact (without a lot of rigmarole).

Rule Changes:

Marruvine Idol: so long as it has space enough to keep dancing (2 ft x 2 ft x 2 ft) it can sustain a Mansus effect with the sustain keyword indefinitely at rank 1 (if applicable); a person can be affected by multiple Marruvine idols up to their unmodified Health rank.

Rule Change Shattered Risen:

So the idea that I had for Shattered Risen is that they're still a 3/3 entity, but:

- a) You can summon them in bulk quantities (all corpses in line-of-sight/area)

- b) They can wield one weapon
- c) They can wear armor (which augments their HP directly)
- d) While they're still 'fresh', they can carry out tasks pertinent to their previous life, until their first dawn as undead, at which point, their memories are lost.

Rule Change Hint:

Hint: rolls its damage dice pool vs the target's Reason pool, on a success, it slays the target outright; otherwise, combat proceeds as normal

Rule Clarification Geographic Encoding:

It can encode any Lore, not just Knock.

Rule Change:

Recitation of Lost Hours: raises all corpses in an area/line of sight to Shattered (3/3) undeath

Rule Change on Cults:

Each rank of Cult grants you a +3d to your total Cult Stat, and your Cult Stat has a maximum of 9. Furthermore, you can use powers from your Cult:

Minor: Free

Basic: 3d

Summon: 4d

Major: 5d

Neighboring Minor: 1d

Neighboring Basic: 6d

Furthermore, you are not restricted to "choosing" powers, only by the maximum dice that you have to spend. So, for instance if you have a Forge Cult at rank II, meaning you have 6 dice to spend. This means that the Cult could summon a Caligne (consuming 4/6 dice) and then use two Neighboring Basics (consuming 2/6 dice) and being tapped out; OR they could use two Basic powers, and so on.

Rule Change:

Secret Histories: The Neighboring Minor and Neighboring Basic slots are now Swap Minor and Swap Basic slots. Any Minor or Basic power can be put into those slots (potentially allowing multiple casts of the same ability). Nonetheless, the power still needs to be purchased one with XP. Essentially, Secret Histories now has access to limited Vancian spellcasting.

Rule Clarification:

Weapon Advantage: When you roll a critical on a weapon that has the trait "this weapon gives you advantage," successes are generated on a 3+.

Item Added:

Heartwood Bow (+1d ballistic damage, size 2, gives advantage on crit; damage increases to Xd if the target is not wearing armor, where X is your Health stat)

Rule Addition:

Consumables - If you are going to use a Consumable before you make a Lore roll, they grant the following bonuses to their Lore: Pigment provides a +1, Ingredient provides a +2, and a Reagent provides a +2 and allows you to re-use a Basic Lore

power. You are subject to the effects of the Consumable if you do this, but you may roll the Lore stat versus 6d.

Books - A Manuscript provides a +1 bonus to the appropriate Lore roll. A Tome provides a +2 bonus to the appropriate Lore roll. An Opus provides a +2 bonus to the appropriate Lore roll and contains one of the two Major powers of the appropriate Lore, chosen by the writer.

Change Talent:

Wealth - This Talent has three ranks. At first rank, you receive a sum of 20 Cash Units. At second rank, you receive the option to spend an in-game week of downtime. If you do this, you can take no other action that week. At the conclusion of said in-game week, you roll a Stat, gaining Cash Units equal to the number of successes you rolled. At third rank, the same applies, but you roll double the Stat. You cannot critically succeed/glitch on this check.

Change Talent:

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 Lore in your works. You can also make masterpieces by consuming Pigments. You may now also use it as a lesser form of the Wealth Talent - by taking commissions, making things that are popular, and so on, you can spend a week of downtime, and make 1 + 3d cash units.

Special Rule:

Aikido (Entropic Martial Art) allows you to use your Martial Art with Dueling (when normally it couldn't).

Talent Change:

Poisoner: This has two ranks. At the first rank, you are skilled at working with poisons. You are always capable of identifying a poisonous substance. You receive a +2d on Health checks to resist poisons. Finally, you are able to craft a Knockout Poison - once per day, you may spend 1 Cash Unit and create a dose of Knockout Poison (on hitting a target with this, the target makes a Health check or goes unconscious for the rest of the scene or combat, size 1). At the second rank, you can infuse Lore into the poisons you make. First, your poisons now affect Mansus entities. Second, your Knockout poison imposes a -1d penalty on the opposed Health roll. Finally, when you consume a Pigment when you make your poison, you make it so that this poison is extra-effective against entities that may have a vulnerability against that Lore.