

A Lexicon for the far-bounding traveler who has emerged within the lands detailed in the Dictionary of Mu, as written by Oghma the Runist, son of Oghma.

Key

Cosmogram - The place where you entered this cosmos; the stars that guide your way, the place you fit. Some Cosmograms have options for boon companions.

Discounted - Not all things cost as much to all beings. At times, you may find a cost discounted. When that happens, cut it in half, except if a different cost is stated. If such rebates should produce an incomplete price, cut away the incompleteness, even if that reduces the price to Gratis. Likewise, the petty tricks and baubles or a Cosmogram are beneath its dignity to pay for. If the discount reduces the final price to but a single mark of potential, disregard the price and claim it Gratis.

Rewarded - Some flaws resonate. If a flaw is associated with a Cosmogram or Virtue, those of that Cosmogram or with that Virtue gain more potential when admitting that flaw. Take an extra mark (+1CP) of Counted Potential for the Flaws of your Cosmogram. If a flaw may be taken more than once, only the first time it's taken adds extra potential.

Forbidden - There are circles that will not close. Certain flaws cannot match to a role or a virtue, their meeting impossible.

Baubles - Those external things one values, yet say little about you. Maybe people squander their potential to acquire such things. They are discounted for the correct cosmogram.

Fated Role - There are those whose destiny is imminent. Such figures might be recruited as friends and fated allies, spat upon as destined foes, or mantled as Cosmograms.

If you have taken upon yourself all the virtues and seized all the baubles of your Cosmogram, and it is marked as a *Fated Role*, you may take their place in destiny entirely. If you have not, you may take them as Companion or burden yourself with the Flaw of their enmity.

Flaw - Those traits that someone is unfortunate to possess, whether internal or external. Such pernicious problems are true, regardless of how surprising they are in the context of what virtues they possess or the baubles of the world they have draped themselves in. When measuring a man, at times one must subtract from the tally of their virtues, their flaws.

Companion - Boon companions, those souls who would ride with you in the face of Armageddon. You may invite any number of current ones to join you, though their Counted Potential is null. You may spend [1CP] to grant eight such companions [10CP] of their own, and they will gain the Sorcerer cosmogram. You may recruit any soul who you have connected with and who wishes egress from this doomed world Companion status. You may take a Fated Role you haven't claimed yourself as a Companion for [2CP], or grant it to an existing companion, though in that case they will not also receive Counted Potential to freely spend, having received the allotment of that Fated Role's virtues and baubles instead. A companion may not invest their own potential in further companions, though a sorcerer will get their free purchase of Retuine.

Slave - Servants, retainers, bound demons. Those who aren't permitted to tell you no, whether by social role or mystical binding. Though the latter may refuse you anyways, at which point the strength of those bindings becomes a most pertinent question.

Key

Virtue - Those traits someone is lucky to cultivate within themselves; a measure of their inner potential. They are discounted to the correct cosmogram.

Type
Cosmogram

Category
Universal

Entry

Counted Potential

While I'm sure the many of the poor souls who crawl upon the surface of Marr'd would raise objection to the unfairness of the fact, as is the case for most of your journeys, you will enjoy resources not of this world, but representative of it. While these, you may acquire keepsakes, allies, friends, lovers, servants, slaves, and most important of all... advantages. Such may be counted to find the raw potential you hold from your landing within this dying world alone.

I suspect you possess the equivalent of twenty such advantages, before we account for any flaws you might labor under.

Let us count to be sure. Start your ledger at [20CP]

Slave

Universal

Demons

The Dead, those whose time has passed. They might have been people, or places, ways of life or of thought, ideals and ideas, or empires. Whatever they were, it is gone now, and has no place among the living. Such gives demons their nature; they are a curse upon a world that ruined, betrayed, or unmade them. It is the nature of demons to move the world closer to death.

A thing that is only half alive might be half-dead enough to birth a demon. Marr'd is a demon.

To craft a demon, trace this path.

- Know that it must take a form to exist within the world. It might be -
 - Inconspicuous. Shadow, mist, dust, a whisper, or something even less substantial. Such invisibility is not free, and will tie up one of the powers it might otherwise have been able to wield for you.
 - Object. A weapon to be wielded, a tool to be grasped, a symbol to be held up. Such objects have animation only in the way that all objects do; out of sight, out of mind, when they have escaped the attention and perception of all, and only in subtle ways. Some Sorcerers think this makes them safer. Fools.
 - Parasite. A demon that exists within another - usually but not always its master. It might take a concrete form within their body, be harder to pin down like an infection of the blood, or even take an abstract form like a song sung at the back of its host's mind. It normally confers its abilities to its host. Abilities meant to help others are the exception; the demon wields these itself, but only to aid its host.
 - Passer. A demon that passes through the physical world - it rarely can empower others, but naturally has weapons and force and the ability to apply them against others without calling upon occult gifts. Some also are good at passing as people, or natural animals, while others are... less subtle. It wields its own power and rarely strengthens others directly.
 - Possessor. A demon that takes over a host, displacing, or even destroying, the original identity. It wields its power through its stolen form and rarely

strengthens others directly.

- Telltale: A demon will leave signs of its presence, whether in the object it embodies, the host that it takes, or upon the one who holds contract with it.
- What powers does it have? How does it twist and curdle the laws of nature to serve its purpose? The more strangeness it wields, the wiser the demon.
- How physically present, potent, is the demon? Or for a demon less concrete, how relentless is it? Is it a whisper on the wind, or a dragon tearing down walls raised by ancient Science Wizardry? Even a subtle spirit has use for this - it defines how often and how long it can call upon its powers.
- Know then, that a demon is a thing of Will, and its will is greater than either its wisdom or wherewithal. And from its Will, is birthed its Power, the occult might it calls upon.
- A Demon will have a Desire, a want that it pursues. Work with it, and it will be glad to answer your call. Deny it, and it will find ways of expressing its dissatisfaction. There is an inherent perversion to all Demon's needs, an expression of their nature as a curse upon the living.
- A Demon will have a Need, something that it requires like a man needs water. It will be a thing that brings ruin and draws part of the world closer to death.

A demon bound in your very potential will not be fast to escape you even if abused, your fate written over its wants. While a demon normally would begin to work against you if its Desire went unfulfilled, and the very pact binding it would buck if you were so foolish as to starve it of its Need. But with a payment in *all you could be*, such rebellions never pass beyond 'surly resistance' and 'unhappy malicious compliance' even if you fail to meet those demands and offend them-they might stand by and watch you die if you don't have time to order them to defend you, but they won't be able to join in.

That said, it becomes more motivated and quick to seek ways of helping you while you're actually meeting its desires, and its strength and power are also bolstered while you're meeting its needs. Nor is it as hard to paper over bad blood as it should be.

If your demon is crippled, your invested potential will slowly work to restore it. If banished, to call it back.

A petty demon, able to easily kill a man, or serve as a minor terror or enforcer of your will, but lacking true power.

[1CP]

A minor demon, it may possess real physical power, or strange abilities that could serve the clever well, but its power will not make you a sorcerer lord.

[2CP]

A demon of real power. If physically oriented, a Dragon or some other monster of power. If more mystically inclined, it could wield truly strange advantages. It is the kind of demon that could let an ambitious sorcerer unite tribes under them, or set themselves up as lords even within contested lands.

[4-CP]

The kind of demon that imagines itself a god, who could look to its master and offer them all the kingdoms of man. It might fall far short of being able to fulfill that promise - demons are no less inclined to hubris than Man is - but seeing its power, it wouldn't be hard to understand why someone might believe its promises.

[8CP]

There is a distinction between 'a' and 'the' when talking about demons. *A* is the demon of a specific dead thing, or maybe a conglomerate that has a singular identity. *The* is the demon of the collective whole that is gone. With this, you could have *The Dragon*, or other similar horror at your beck and call. If your demon is an *a*, it is the *a* of something truly great and terrible in scope, something that has lessened the world forever by passing.

[12CP]

You hold the leash of a god. Just not a god that should have been unleashed upon the world.

Bauble

Universal

Dictionary of Mu, The.

An interesting book written by Oghma, son of Oghma. He chose his words with care, claiming only the ones that said what he wanted others to know. As such, his words form a window into a world far different from many of the ones your bounding journey has landed you on. Still, while he sent his book out into the world calling all words faithless whores, and warning his reader against trusting them, the words he wrote can serve you well. While not all that he wrote down was true, neither was it useless. It is fair to say that they can act as instructors in survival upon the dying world of Marr'd.

As such, I have included a copy of his works. It is a mundane tome; at least as far as any tome may be called mundane. Though my role is to inform more than it is to aid, I will inform you that Oghma had his biases and dishonesties, without clarifying what they are.

[Gratis]

Virtue

Universal

An Interesting Contest

Ah, there are moments the world doesn't care about, and then there are the moments it does. Is the world alive or dead? I have no answer for you; I can merely point to effect, not cause.

When you make a cool or appropriate quip to the audience - even when that audience doesn't exist - or when you embrace drama or style, when you take a clever approach, or when your action would dramatically move things along when they're stalled...

The world steps in and helps you. These advantages quickly fade. An idea rapidly stops being clever, and simply becomes the idea you're executing. A quip grows stale. Advancing events start driving themselves. Stay quick on your feet if you wish to recapture these

Entry
advantages.

But if there are things that the world loves, then are there things that bore it? Yes. Some questions are beneath the dignity of the world to seriously consider. While less interesting souls might struggle to merely survive, your fate is to strive for the struggle.

Where you're concerned, the world is unconcerned with the outcome of an argument where no one raises a voice in opposition. Expect to simply succeed when there is not a force arguing against you. At least so long as there's any reasonable way for that to happen. Your performance will reach your best, while questions of factors beyond your control will align as if everything went right for you *within reason*. This will not break credulity or probability in any particular moment, though it could in aggregate.

It's worth noting that the world itself is half-dead, half-demon, and has begun to argue against life itself. Still, you may now be unconcerned with the small things in life; without opposition or unusual cause. They will simply go your way.

[ICP]

Virtue

Universal

Monuments to Folly

Success carries through. By such metrics, Marr'd was made livable. By such, life was wrenched from it. Success is not inherently a virtue.

When you work, what matters more, your greatest success, or your moment of failure? Is the chain of causality defined by its weakest link, or is it a rope braided together from events, stronger together?

When you work on a multi-step project, success at one step bolsters the next, so long as you're clearly following through from the previous stage. So long as each step is a success beyond the basics, it will add momentum to its successors. Only if you truly fail at a step will you have no advantage to bring to the next part, even when the question should be one of the weakest links rather than greatest strengths.

Hmm, a note for the more violence prone among you, tasks in combat do have a clear follow through, but combat is chaotic, and will also quickly break the chain of events; You can and will gather momentum in a fight, but only over a short horizon.

[ICP]

Virtue

Universal

Might Makes Right

While a poor soul whipped by Marr'd might do well within the Ivory towers of Atlantis or as the plaything of a sorcerer-lord willing to protect them, even a sorcerer who has their demons to fall back on often needs a body able to put in the work if they are to survive.

Stamina measures your physical abilities, but to a lesser extent it also measures your instincts - at least the part of your intuition that comes from being attuned to your body - and your skills. Many sorcerers disdain this aspect of existence. Many also end up exsanguinated in the wastes, their blood contributing to keeping the sands red.

Every time you purchase this, your Stamina grows stronger and more encompassing. Your ability to exert yourself, to leverage might and use bodily skill, to wield technique and form... all of this grows. If humans were measured on a scale from one to nine, where one was 'the weakest body that isn't dying in a coma' and nine was 'the strongest, most athletic human mankind has ever produced,' and two-to-three is 'average,' a purchase of this will

advance you three steps.

Every time you take this, your body and skills will advance in other ways, and you can expect to overperform when they're relevant. Pick one of these advantages -

- *Athletic Regime* - You physically train regularly, and have strong conventional athletic skills.
- *Alchemically Heightened* - You have used elixirs and other resources to push your body to the point you've reached. You'll respond better to performance enhancers, and suffer less from their side effects - or in the case of poisons and the other purely negative cousins to your customary tools, their effects.
- *Clean Living* - You've taken care of yourself, and simply are healthier than you would expect even for someone at your level of performance.
- *Trained Soldier* - You've trained as part of a military. You have some skill with many different weapons, and in the demands of soldiery.
- *Natural Vigor* - You're just naturally healthy, and will return to an ideal state over time if something changes that fact.
- *Scrapper* - The less professional brother to soldiery; you've fought in less formalized, organized ways. You'll have a sense for when someone wants to ambush you, and how to use your body or improvised weapons to win a fight, or when to throw sand, and are prepared for the difficulties and dangers of a thuggish life.
- *Savage-raised* - You are familiar with life beyond the boundaries of civilization. Not in the manner of someone passing through a hostile *wasteland*, but in the manner one knows their own home. You can fight with many 'simple' weapons (or none at all) that one might make and use in the wilderness, are in tune with your senses (including your 'sixth sense'), and skilled at climbing, swimming, and similar skills.
- *Arcane Regimen* - The traditional path for the otherwise fragile sorcerer. You don't receive the normal *three-step-up* when you purchase this; instead, you leveraged your arcane knowledge to bind and enforce health and vigor upon yourself. You may leverage a third of your *Lore* to enhance your physical form and guide your skills.
- *Pod-Soldier* - Did you come from the Atlantean-Birthing pods? They produce many soldiers that way. Your body is perfect in a way humans just aren't, stripped of many subtle imperfections and flaws that plague normal humans.
- *Basalt-Hewn* - Your strength is even more prodigious than you would expect, the image of barbarian might.
- *Black-Rock Born* - You were born to Nimrote the Hunters' arena, bred to fight and die upon the sands as a gladiator. Chimerae fed upon you so that they might steal your form and might, and you seeded many new demons into Marr'd soil to cling to life one more day. Now, that brutality is written into your bones. Whenever your humanity is savaged, you grow just a bit mightier, a hair more vital, a breath faster, and just a nudge harder to hurt. It is as if your body was a demon growing stronger on the death of your spirit.
- *Child of the Wastes* - The Wastes work to break down all who still live upon Marr'd. The oceans are legends, and the planet dies a little more every day. And it wants to be accompanied into death. You were not worn down by this, but shaped into one who rises against adversity. It's harder to wear you down, and your vitality burns stronger as you're broken. You might not be able to refuse death forever, but you'll cling the hardest when pushed to the precipice.
- *Honed on the Chryse Plains* - You're one of the nomads who rides across the plains on your great Worms, wielding spear and lance. You're inured to the lifestyle, can sleep in the saddle, and are skilled in the necessities of that life.
- *Olymon-Born* - Your strength and might are greater, and yet not. For they are

measured on a different scale. You are not a child of man, after all, but an intelligent Gorilla, one of the Primitives, the great Olymons. After you pass from this world, it will become an alt-form.

A frail sorcerer is not long for this world, so you receive one purchase of this for free. You may buy it any number of additional times.

[ICP]

The Weight of Wisdom

Many claim that a foolish and ignorant sorcerer is not long for this world, yet the world crawls with foolish sorcerers who know less than they should.

Lore is your occult insight, magical wisdom, and understanding of invisible and horrific truths. It is not literacy or mathematical knowledge, but a gnosis of more terrible things.

Every time you purchase this, your Lore grows deeper and more insightful. Your ability to understand the occult, to leverage knowledge against the supernal, to transcend structured thought through paradoxical insight into the cosmic... all of this deepens. If sorcerers were measured on a scale from one to nine, where one was the thrashing naive mind of an angry child, and nine was 'the greatest, most profane archmage to have ever existed,' and two-to-three is 'an average sorcerer,' a purchase of this will advance you three steps.

Every time you take this, your cosmic gnosis and insight advance in other ways, and you can expect to overperform when they're relevant. Pick one of these advantages -

- *Mad* - Your insight is born from the fact that your mind moves in illogical ways aligned with dark truths. Your intuition for the occult is keener, but in ways that escape your ability to coherently explain or share.
- *Angry Naivete* - Your command of the occult was born from rage at the world and the demand that it cave to that anger. There is power in the unreasonable-demons would not exist if 'reasonableness' was a king-and through stubborn demand you can bend the world to your anger. You don't receive the normal *three-step-up* when you purchase this; instead, you leveraged your soul's stubbornness to break the world to the shape of your anger. You may leverage a third of your *Humanity* to enhance your lore and insight.
- *Blood of the Old Ones* - You are a descendant of the long dead Cydonians who made Marr'd home long before man fled to it. You may be human, but an echo of their wisdom lives on in rhymes and games and an odd way of looking at the world. You know how to craft structures, that shape can host and shape a demon to purpose, and what to sacrifice to fill that shape and make it whole. It will be a demon, a broken piece of history wrenched from the firmament, but a demon of your design that will exist to fulfill the purpose you made for it. In this way the Pyramid Arks were made. It's worth remembering that a Pyramid Ark is the product of decades of labor. This is not a quick or easy art.
- *Science Wizardry* - Whether by Arcadian Blood, Atlantean training, or perhaps between the stars, you have been trained in Science Wizardry. Not in the mechanical aspects of a Scientist Wizard, but on the methods they took when they delved into sorcery and made it their own. You still perform sorcery the same as any other sorcerer, but your tradition is methodical and systematic, leveraging mechanisms and principles alien to the bloody traditions of fallen Marr'd. Given time, resources, and preparations, you can substitute mechanism for skill in an

arcane act. It turns a work of minutes to hours, or hours to days, but you can remove ambiguity from your results, simply producing a 'perfect' outcome for you level of skill and ability, as limited by your Lore. These techniques are those of crafting a prototype, not something that can be turned into a production line. You must start again from scratch after completing each operation.

- *Dragon Schooled* - Were you claimed and raised by a dragon, or merely learned lore upon one's back? You learned magic from the rhythm of how it looks upon the world and sees nothing hollow structures that will one day be toppled by the falling stars. You gain insight into the weaknesses that undermine cities and societies, leaving them open to stellar judgement.
- *Solar Schooled* - Are you even from Marr'd? You learned your sorcery traveling between the worlds, not scraping on the by, moored to the bottom of a gravity well. Whether you were an abductee who escaped back to Marr'd, a stranded Ark captain, an Atlantean who spent some time as an exchange student, or something stranger, you have a perspective others lack. You enjoy a perspective into a wider universe, with the breadth of this perspective scaling with your Lore. This gives you no secrets in and of itself, but what is 'secret' and what is common knowledge changes where you are. Your common knowledge is that of a higher place.
- *Stygian Schooled* - You were trained in the bloody traditions of Lemurian Witchery. Your sorcery might not be any more profound than any other traditions, but you learned it while surviving in an arena only marginally less murderous than Black Rock, and one infinitely more treacherous. Your ability to navigate politics both personal and institutional grows with your occult wisdom.
- *Waste Schooled* - You learned at the feet of spirits that were once mountains ground down to sand over countless eons, from the demons of shattered civilizations, from epitaphs and whispers in graveyards. Your knowledge might be less disciplined and formal than other schools, but are a true speaker to the damned and the broken. Your Lore enhances your words when speaking to profane and ruined supernatural forces, and gives you an odd empathy for them, one that is returned. Often useless, with things as crude or mad as a demon... but sometimes it's all that's needed.

A foolish sorcerer is a slave to his demons. To guard against that fate you receive one purchase of this for free. You may buy it any number of additional times.

[ICP]

Virtue Universal

Will to Power

The fainting and unmotivated have little say over their fate on dying Marr'd.

Your will, drive, clarity of mind and force of personality. Will measures the intangible, internal force of you that is not occult wisdom.

Every time you purchase this, your Will grows deeper and more powerful. Your ability to master yourself, to assert your personality upon the world, to wield clear thought and learning... all of this deepens. If humans were measured on a scale from one to nine, where one was 'the weakest will and mind that is a realized active mind' and nine was 'the greatest, most powerful will humans have ever produced,' and two-to-three is 'average,' a purchase of this will advance you three steps.

Every time you take this, your mind and will advance in other ways, and you can expect to overperform when they're relevant. Pick one of these advantages -

- *Ordered Cosmos* - You have a system - whether grounded in faith or in rationalism - that lets you put what you experience into a context you can deal with.
- *Brush with the Unknown* - You've experienced something for which explanation falls short, and it has given you a kind of enlightenment. Materialism and the day to day drudgery of mortal life have little hold on you, now that you've peeked behind the curtain and seen what actually matters.
- *Touch of the Unknowable* - You know that which *shouldn't* be explained, and it has given you a kind of acceptance. You deal with what others would call *unknowable* or *sanity-twisting* in a more functional manner, having already either firmed or discarded those pillars that others keep leaning on thoughtlessly.
- *Aristocrat* - Not necessarily a background. You have a self-confidence and self-worth that lets you walk all places as if they are alike.
- *Social* - You are just likable; the kind of person other people want to like and be liked by.
- *Manipulative* - You are good at using others, of finding and taking advantage of their handles.
- *Zest for Life* - You live. Fully, now and always. Watch them try and stop you.
- *Angry* - Anger is a fire that, if banked and controlled, can give you the will and drive to overcome, the focus to overperform. It's easy to dismiss anger, but its strength has unmade worlds.
- *Leader of Men* - You lead because others follow. It is both natural and fulfilling.
- *Born to Rule* - You lead because you have the will to lead, the conviction to sacrifice what must be sacrificed to seize your throne, and the eye to spot every opportunity or exploit every loophole or weakness on your way to the top.
- *Lover* - Whether it be a lifelong commitment, or chasing the next handsome buck, you enjoy the attention and it fuels your will, ignites your mind, and adds pep to your step.
- *Chained* - You are empowered by your restrictions; you see how those who think they control you give you control over them. A tether pulls in both directions.
- *Zealotry* - Your faith is not mere belief or worldview. It is passion, one that could consume the world.
- *Lemurian Ox* - The Lemurians are known for their stubbornness, a trait you embody. Whether in the market, or on a demon haunted mountain, you refuse to fail and fall not so much from a will to win as from obstinate refusal.
- *Never Shackled Again* - You've known what it means to not own yourself, and it will never happen again. Ever.
- *Spoiled Atlantean* - Whether slave or lord, you were born into paradise and plenty that the rest of Marr'd can't comprehend. When faced with the horrors beyond your crystal walls it was a shock... and that shock turned into curiosity. You face atrocity, abomination, and mind rending wrongness with the detached fascination of an alien.
- *Survive this Rock* - You understand that the world is out to get you, that Marr'd has grown to hate the life that crawls upon it. This is not a reason to give up. This is a reason to fight harder. You will not fall.
- *Wasteland Wisdom* - You have traveled the length and breadth of Marr'd, and it has granted you wisdom, if not always true understanding. More pertinent, that you are wise is often obvious to others, and the confused masses will come to you seeking meaning and hope. What do you do with them? That's up to you.

A weak willed sorcerer is not long for this world, so you receive one purchase of this for free. The Atlantean receives an extra purchase free, always for the Spoiled Atlantean. You

may buy it any number of additional times.

Your Soul to Keep

Humanity. That part of the self that makes one more than an animal... or a demon. You soul.

Some acts tear at it. Not normal evil, but grand evils.

- *Destroying a piece of civilization so that it only exists as a demon.*
- *Committing an act that proves why Marr'd is a dead place not worth living upon.*
- *Utterly destroying someone and leaving them alive to shamble through a hopeless existence.*
- *Slaughtering an entire town of innocents.*
- *Destroying (not necessarily killing) someone who wanted to make Marr'd a better place.*

Normal evil or selfishness simply doesn't rise to the level where it will damage your humanity.

Regaining Humanity is harder. The soul does not naturally heal.

- *Bringing back something glorious and once dead so that there is one less demon.*
- *Showing Marr'dians true examples of Heroism and Bravery.*
- *Bringing an example of greatness to the downtrodden in these dark times.*
- *Assert Friendship. When you make a bond with someone such that you would call one another friend, would die for one another, would travel the length and width of Marrd for one another, then you know friendship.*
- *Know Love. Love is fickle and unkind, and can steal humanity as easily as grant it. Though in neither case does that require it to be a happy or successful journey.*

In short, you must not just want to do good, but do good. And in a dramatic way that either removes demons from the world in a way that enriches it, act as a true paragon and succeed, or bring hope and prosperity to those most trampled by the world.

Some demons steal and consume souls. Most have been buried and forgotten evil by the most power hungry of sorcerers. The Serpent in the Garden isn't one of them; he isn't stealing them, after all.

Many acts of sorcery damage humanity as the act itself tears at the soul; the more powerful the demon, the more it tears.

Humanity penalizes your ability to summon demons, as the more complete your soul, the more it fights the blasphemous monstrosity of pulling the dead from their quiescence. It helps you banish them, restore order to a world spinning out of control.

A number of curses and dark forces are resisted with humanity in addition to or instead of by will, as your soul's health is involved in fighting off dark forces.

When humanity bottoms out, one is consumed by a despair so deep that it drives you into a mad self-destruction. By the time your binge of ruin is over you will have crippled or lessened yourself in some way. Your demons will have abandoned you; while ones purchased with CP will return over time, others might have sought out other sorcerers to pact with. You might be changed in other ways.

But a sliver of self will have returned to you.

Every time you purchase this, your Humanity grows richer and deeper. If humans were measured on a scale from one to nine, where one was 'the most debased sorcerer who hasn't yet teeter over the edge' and nine was 'a soul perfect in its wholeness,' and four-to-five is 'average,' a purchase of this will advance you three steps.

Every time you take this, your soul shapes itself towards higher principles, and you can expect your nature to overperform when they're relevant. Pick one of these advantages -

- *Friend* - To connect with others, to hold them in regard, to feel their regard in turn and value it as a peer, rather than as distant judgement or meaningless praise. Friendship is the lens by which we are selfless. You have a sense for your connections, an intuition or premonition for their needs, or when they're in danger, and just a greater empathy for those who care about you. You also more easily heal or gain humanity through Friendship.
- *Love* - Love is the selfishness that erases the boundaries of self. Love can make us better, worse, or both in a confusing mix that no artist can sketch or author pen. Love doesn't have to be reciprocated for it to be powerful, but a love forced is no love at all. Your acts of succor and support are strengthened as the boundaries of your soul blur; your soul supports nurturing others just as it nurtures itself. You also more easily heal and gain humanity through Love.
- *Hero* - To brave the horrors and perils, and fight back the coming of the dark. To recognize yourself as and be recognized by others as a hero exalts the soul, though only once. After that, one must actually do things to prove these credentials. As such, this only improves humanity one step, rather than three. However, whenever you fight to accomplish something that might grow your humanity in success, your soul bolsters your actions. A third of its strength is added to your mind, body, or occult might as your soul craves the renewed recognition of heroism.
- *Vendetta* - It is convenient to pretend humanity is good, but our grudges are as much part of our humanity as our kindnesses, though it is a flame that can consume your humanity even if it's of it. When you realize you've been wrong in a grand way, your spiteful indignation flares into an incandescence that lights a path towards vindication. The stronger your humanity, the clearer and further that light will shine.
- *Stable* - More than goodness, Humanity measures wholeness, and you are very whole. Your humanity resists your mind or soul being shaken or cursed more than other people.
- *Inhuman* - You aren't fully human. Maybe you're Half-Gray, or you have a demon ancestor, or Arcadian blood, or are a form of life engineered by science-wizardry, but you're on some level *other*. Rather than increase your humanity, this penalizes it one step, but in return your spirit nature reinforces either your body, your will, or your occult power at a third of its normal rank. You may take Inhuman multiple times, once for each attribute.

After your visit to this realm is over your soul and self are not left more vulnerable by your Humanity. The health of your mind and/or soul will restore itself as is natural (though you will still be able to leverage your Humanity to resist degradation to them), and your mind and soul's mental health are not ruled by the rules of baroque anti-hero logic. You aren't taking on an ongoing weakness by coming to this world.

To be human is to have humanity, and sorcerers are human. You receive one purchase of this for free, and may buy it any number of additional times.

[ICP]

Sorcery

You are a sorcerer, able to rouse the dead-whether it be individual, object, concept, or aggregate-from its slumber and bind it to your service.

A demon is not exactly a 'soul' or 'ghost.' The demon of your ancestor is not your ancestor, it is the history she has written, broken for her state of being gone. The entropy of their passage from the world. As such, demons are almost universally toxic whether directly or indirectly.

As a sorcerer, you may-

- Contact a demon, opening a dialogue with one no matter the distance; altered states of mind can strengthen such efforts, but can weaken your focus and will for weeks afterwards. Contacting a demon is a blow against one's soul and humanity.
- You may summon a demon, whether one already out in the world, or by disturbing the dead and ripping them from their rest of oblivion, though you may only summon a demon you (or someone aiding you) have contacted. Demons are of death, and so death may grease the wheels. A sacrifice of life eases summoning. The stronger the mind or body of the sacrifice, the more it greases. Summoning a demon is a blow against one's soul and humanity.
- You may bind a demon to you and your service. This might be after contacting and summoning it, or you may encounter an unbound demon and choose to enslave it. Demon, outside of cursed places like the Red Waste or around Black Rock, need a binder if they wish to remain in the world, but that doesn't mean they won't fight you on the binding. They may wish to be bound, but they want a binding that favors them. A demon normally may only be bound to a single sorcerer, so one binding blocks another. Binding a demon is a blow against one's soul and humanity.
- You may banish a demon, returning it to quiescence, though some famed demons will quickly be called back. And while most will stay in their rest, some are grounded in the world or cosmic in a way that will resist lasting rest - even if you banished Marr'd, it will quickly return absent further efforts. Banishing a Demon you did not summon nor aid or instigate the summoning of is good for the soul; you are restoring a kind of order and homeostasis to the world. The greater the demon, the more banishing it can heal and restore the soul, though the stronger the soul, the less banishing a weak demon will help.
- A sorcerer may punish a demon, stripping power and existence from it for a time. Punishing your own demons is automatic. Punishing an unbound demon is possible, but contested, and punishing a bound demon fights both the demon and the other sorcerers binding. Demons hate punishment, it is a form of torture and torment, hence the name. Some foolish sorcerers try to punish a demon to weaken it for binding, but the sheer rage a demon feels at the act fuels its will more than enough to compensate for any weakness caused by Punishment.
- You may contain a demon, limiting where it can exist and extend its influence. While contained, a demon's hunger will not actively worsen its state, though it will still feel it. It's possible to contain a demon before summoning it, to summon it into containment. Containing requires preparation and ritual; it requires you to be ready before you need it, or space and time to work with that would be unlikely in the midst of a chaotic fray.

A dead sorcerer does not mean their demons come unbound. Instead, that usually happens weeks later when their hungers stay unmet and they rebel against their bindings. It's possible for a demon to stay bound in a dead master's service, if they're hungers and needs continue to be met past their master's death.

There are greater forms of sorcery spoken of upon Marr'd – wards that punish all unbound demons within a city's walls, and stranger arts besides. You will have to learn about such arts within the world, or reinvent them. No further guidance exists; even Oghma only mentions them in passing, and the details are lost or were never his to share.

However you will have to learn about such arts within the world. Or reinvent them.

These rituals may be adapted for use against other supernatural beings and force in future worlds, though they might not always work right. Even in this world, Binding a nefaleem is possible, but only after it agrees to it; alien entities might have alien rules you must follow to leverage these arts against them.

[Gratis]

Through the Epochs

You remember all five times the stars fell and smote civilization from the world. You remember the smell and heat of the craters left behind.

In fragmented memories, you remember past incarnations, lives before 'this' one, and you will continue to do so into each new world. These lives offer insight and reveal secrets of the past lost to the modern day.

Take *The Weight of Wisdom-Solar Schooled* for free, but your perspective is heightened even further, for it transcends the current age.

Take *Will to Power-Brush with the Unknown* and *Will to Power-Wasteland Wisdom* for free. Your enlightened will is one fit to endure the turning of the ages.

Take *Might Makes Right-Arcane Regimen* for free. You aren't truly mortal, and your body expresses the will it contains. You are also naturally ageless - not eternally youthful, but the parts of you that transcends and endures outlives the parts of you that are mortal and fail. You age like jerky, withering away weakness to leave something harder and leaner than humanity.

You can recover from any degradation or lessening, given time. Even if your body is wrecked or your soul is reduced to slivers, they will slowly restore themselves, though if you merely wait for time to heal you from complete ruin, it can take years. That said, it won't take more than mere years; cursed wounds that never heal will close like any other cut when laid upon you, and if banished to a oubliette as a shattered mad wreck and deprived of light and hope, your mind and soul will still pull themselves back together.

Finally, if you're slain, you will reincarnate. By the time you reach young adulthood, your memories and identity will have fully reawakened. There is no limit on how many times you can do this, but it only counts as a 1-up that will protect your future journeying once per world.

Archaic Necromancer

This is not the first epoch, or the second, or third.

Worlds where 'maths' and 'runes' were living things once existed, coherent worlds of order and sense. They fell, and others rose from their ashes.

And then those worlds fell.

And again.

This is the fifth epoch. Many wonders are now only demons. Many look back and dream of the lost glory. But there are things that should stay lost. You have unburied a horror that should never have been remembered.

The distinction between necromancy and sorcery may seem narrow. It is not. While both draw upon the dead, sorcery disturbs the dead from their quintessence as entities. It acknowledges them even if it breaks the structure of the world. Necromancy captures and harvests death. To it, the dead are not demons. They are waste products from the snuffing out of life.

Necromancy makes sorcery seem clean.

To practice necromancy, one first must create a token. A token doesn't have to be physical, but it must be *something*. It can not be an abstraction; it must be possible to define the token, and what it would be for the token to be denied or gone.

A token may be an act-one involved in the murder-such that using the token involves ritual repetition of that act. A token may be a physical object used in the original murder. Or a token might be a circumstance involved in the murder.

In any case, the token must be involved in the initial act, and every time you wish to call upon Necromancy it will involve using the token.

The token is initially invested with power through death. Or to be more exact, through the destruction of Humanity. A dead thing might in some sense 'be', but it doesn't possess a soul weighed down with humanity the way the living are. The token to be is wielded to bring about death, and the loss of humanity that happens through that death empowers the token.

A token is a powerful thing, but not all powerful. It will have uses defined by the nature of the token. Those uses can include -

- To keep murdering. A necromantic token might simply wield the power of death invested in it.
- To ward off death.
 - This might take the form of a preventative measure, like Koshchei hiding away his heart.
 - Or it might be by diving through death to the other side, as a lich.
 - Holding someone in the world as a kind of undead doesn't mean they're a living person; they're closer to a demon than a person, they themselves might not realize it, but it can be used to enslave someone beyond the grave.

- To empower sorcery.
- To empower a demon.
 - When you bind someone beyond death, the token's empowerment becomes their power as a demon.
- To gain horrific insights and seize knowledge.
- To do something *else*.
 - Something else doesn't have a lot of limitations, but it must make sense for the token in question. Empowering or protecting the necromancer using the token tends to be easy, but there are by design not a lot of limits here. You might not know *how* to make a token that pulls the dead from their graves as an undead army, but a token to do that could be made, if you have the skill. That's the limitation; the skill of the necromancer at crafting an appropriate token, and then actually wielding it to commit the murders needed.

A token will have a focused use; that doesn't necessarily mean only one function, but all the uses it has should flow into one another as a singular coherent design.

Circumstances Tokens might be -

- A binding you made with a demon; you use the Token through the demon, with it acting as messenger to deliver the necromantic power you've invested in the token. If the binding ever breaks, the Token is destroyed, and the human sacrifice you made to summon the demon is the sacrifice to invest the token.
 - Alternatively, a pact you made with a demon, rather than one you bound. Perhaps you gave it a piece of your life to hold in safekeeping. So long as the pact remains and the demon isn't banished, you are warded from harm (though not *all* harm. Remember that a Token has a pool of effect that it wields created by the loss of humanity through death. That is finite in size).
- You murdered someone on the winter equinox, and thereafter you could call down death upon one person each year at the equinox.

Tool Tokens might be -

- A finely crafted heart made of brass and wood you harvested from the last tree of a species now extinct - at your hands. You modeled it after a human heart, because you ripped a living heart from your enemies chest to use as model. After replacing your own, it grants healing and energy.
- A sword that forever drips with the blood of the sacrifice you quenched it in. The blood acts as a deadly poison to pretty much everything; man, beast, demon, wall. (Again, remember that such a poison might be universal, but it won't be all powerful.)

Act tokens might be -

- A circle of blood you made sacrificing prisoners. The drawing of the circle is the token, empowering your ability to contain a demon you summon into it.
- The evil eye. You used it against a man who was rude to you at market, then tracked him down and ritually killed him, 'proving' the curse real by his later misfortune. It jinxes anyone you use it on.
- A lullaby sung to soothe a child before smothering it in its crib. The singing of the lullaby is the token; thereafter, any who hear you sing it are lulled towards torpor and sleep, their will to act draining from them like warmth from a cooling body

Calling upon a token is an obvious supernatural act, unless other magic is used to hide it. A token is not depleted with use; it is not a battery, it is a thing that has been empowered to hold meaning because of the death it is associated with, and no amount of usage will make that death no longer meaningful.

It's possible to further empower a token with additional murders, but the stronger the token is, the more it resists having additional significance added to it. The further empowering acts need to echo the original ritual murder. Bigger rituals can get harder quite fast. It's also often harder to start out with a large ritual, but expanding on a small ritual so that it can claim multiple deaths at once can be difficult.

A tool token is easier to make than a circumstance, and a circumstance is easier than an action.

While to start you might only be able to make simple straightfoward tokens that empower a basic necromantic function, empowered by a single death and the loss of soul and humanity that death caused, greater skill might let you stretch this further. With greater skill, you can craft tokens for broader purposes. With greater you might craft tokens to serve stranger or more abstract functions. With greater skill you could design rituals that claim more than individual sacrifices. With greater skill...

Well, many things become possible. Just remember that you're dividing your effort across many tasks here; a strange function might make it impossible for you to craft a ritual that could sacrifice many lives at once. Necromancy will always have more depths to explore, so long as you can bear the cost.

[12CP]

Atlantean

It is interesting to untangle a lost history, though that history is perhaps of interest only to travelers such as yourself. Still, the seemingly magical technologies of Atlantis are one of the first things you might see that hints at a past that was less grounded in demonology, when technology once thrived. Atlantis is perhaps the greatest remaining remnant of that past. At least among those who still live.

Marr'd was not always Marr'd.

The Atlantean Scientist Wizard is a keeper of that legacy. It is a legacy that keeps Atlantis in decadence, sheltered from the storms that wrack Marr'd. But never forget that there are reasons that the age of technology retreated. It is easy to look upon the wonders of technology, but while it is the very magic that brought Marr'd to life, it has also brought Marr'd to death.

The Atlantean receives *Will to Power-Spoiled Atlantean* for free.

If the Atlantean has bought Counted Potential for their boon Companions, they may invite any number to enter as Atlanteans themselves. Such souls will receive the Atlantean Cosmogram for free, but will only receive [5CP] to spend on other things.

If the Atlantean buys both Student of History and Queer Elegant Anachronism, they will receive Scientist Wizard Gratis. Companions imported as Atlanteans always receive it Gratis.

Type

Category

Entry

For [+3CP], if you may discover an enmity between you and a great Atlantean Scientist Wizard. You are fated enemies, and neither of you will escape Marr'd until the other falls.

You may take this up to three times, if you have sown enmity like Marr'd does sand.

[8CP]

Bauble

Atlantean

Sheltering in History's Umbra.

You possess a home in Atlantis - a marvel of technology, crafted from crystal and living wood and stone quarried from strange places that bend geometry. It is a place of casual wonders, and one that defends its inhabitants. If destroyed, it will rebuild itself in short order. Though it would take a frightening sorcerer-lord and his host of demons to threaten it, or any guest within its halls.

It has many amenities, both conventional and strange. It could house and feed five families indefinitely, though space would become a bit cramped at that point, but none would need to labor to tackle the mundanities of living, and with a smaller host there would be space and resources enough for hobbies both conventional and exotic.

Whatever price was paid to raise such a wonder has been paid in full, and no new price will come due. This home is placed within the cradle of Atlantis's embrace, though you may either attach it to your extra-planar refuge in the future, or inter it within the worlds you visit.

[2CP, Gratis to the Atlantean]

Bauble

Atlantean

Antiquated Sin

You possess a weapon of sublime destruction - the equal to many demons. A crystal axe, a blade of light or darkness, a bow that needs no arrow. Like the technology created by a Scientist Wizard, you may set it aside for a time, but while born and ready to use, it is functionally a demon, though as an Object - a weapon. It seems to have no true will or identity, whether for good or ill. This does not get in the way of it expressing a personality. But then, the same is true for many objects. Few objects are as cruel.

Its Telltale is its strange design, its Desire is always to spread fear and uncertainty, and its Need is always violence.

It is otherwise the equal of a Dragon. If you want a more terrible weapon of technological wizardry, you may pay the difference.

[4CP, Gratis to the Atlantean]

Virtue

Atlantean

Student of History

Oghma both hates and loves the Atlanteans. It is understandable; they are a strange folk, in many ways beautiful in a way that has mostly vanished from the face of Marr'd. Yet, they live in the shadow of horror and do nothing. They live in their comforts and ignore a world that seems to need their ancient wisdom and terrible sciences now, more than ever. When others stand up to save or doom Marr'd, prophecy swirls, and the end grows closer. In the face of horror, they will not move from their fastness. While individuals leave their home to practice their forgotten arts, it is more a matter of expressing their own nature and truth through heroism, rather than trying to actually change the world.

There is a reason for this; Atlantis remembers the arc of history. What has come before will come again.

While history may not repeat, you understand the structure of its rhymes. Better than prophecy, which might be overturned by a great confluence of Will, you understand the pattern that events fall into, you understand the *Psychohistory* of it all, and at a rote level. You can usually untangle what factors are at play in any situation, including hidden factors by seeing how the situation differs from what the surface factors would suggest. You can see how actions and deeds will be swallowed by the trends of events, or where influences swell until they sweep away the current paradigm. And you can usually predict what paradigm will ascend after such replacement.

This is not true foresight. A truly great individual, an unlikely meeting of factors, an outside context problem... any of these could overturn your model. Though once you're aware of the new factor, it takes little time for it to be added as a new context.

Likewise, this understanding is based on what you can see. You can model the great sweeps of future-history, but that requires you to have access to a wide enough net of data. This never gives you scene-by-scene predictions or guaranteed outcomes. It produces trend-level forecasts that improve with better information, and it can be wrong when key factors are hidden or truly novel.

If you also possess the virtue of *Queer Elegant Anachronism*, this becomes a teachable skill, though one that on its own requires decades beyond just teaching the Atlantean mindset. It is also, arguably, an unkind act to share such insight, at least with a mind not already inured to the nihilistic truth of it all.

[4-CP]

Queer Elegant Anachronism

In that strange city, their armories hold crystal axes and laser swords, their libraries of the cunning-craft of conflict (if oh so ever taught by hologram, for even here the written word is dying) and a thousand and one other lost arts, and their schools teach philosophies that only the people of Atlantis still remember. Such things are not false, or hollow, for all that they are effectively lost.

You have broadly applicable and valid techniques, philosophies, approaches, schemata that are highly effective if used correctly - at least slightly moreso than anything but the most clearly refined products - but more importantly are hard for anyone completely unfamiliar with them to deal with, predict, understand, or counter.

Upon the lands of Marr'd, you truly can usually propose at least one workable approach to any problems, even if you might lack the materials, time, skill or deftness of either body or mind to apply it correctly.

In other lands, while you might not start out with the Atlantean method for a given thing, given a bit of time and practice on a subject, you may dismantle and rebuild it using the Atlantean schemata. This does not require you to have truly mastered the subject, such are the marvelous tools of craft and logic that you learned that are flawlessly applicable even when your understanding has not reached such a level. Thereafter, the rebuilt techniques, technologies, or approaches will gain Atlantean elegance - and more importantly, advantage.

It's not impossible to share such techniques, but it requires an understanding of the philosophical underpinnings you used to gain such skills, and of subtle, universally

applicable principles. Such learning usually takes decades - it takes being enmeshed in the environment you grew up in, within Atlantis.

[8CP]

Scientist Wizard

You are a student of those arcane sciences lost to Marr'd. While there might be masters of the art in the embrace of Urt or Lun, mankind fled their grasp for a reason, and the reason surely lies within the sins you learned.

This is not the tame technology of realms you have stepped through in the past. No, there is a perversity to the artifice you have learned, one that a man who owns his own soul and knows himself and his lore might wrest with it for a time to keep it to purpose. But if allowed to slip from such a firm grip, or wielded without wisdom, it will soon run wild.

Weapons seem to seek to be used. Conveniences will demand strange components, or produce profane pollutants. Simple tasks seem to invite complex divergences as if the fabric of what you're working with was possessed by an imp of the perverse. Truly, is it actually different from demonology?

You can make your case.

You decide when to feed the hunger of technology - whether it be beforehand in rare components or arcane maintenance rituals, or afterwards in emotions, side-effects, or pollutants. You can mothball a grand machine whose cost you aren't willing to bear, and then bring it out to use again centuries later without having to pay an ongoing price like you would to a demon. You can trickle out comforts for a small cost, or scale up to a grand creation, rather than dealing with a fixed entity.

You can harness economies of scale; it is said that Atlantis has the power to teleport the entire continent it is upon away from Marr'd, when it is finally time to abandon the war and demon torn planet; if such a demon could be bound for even a single order, surely it would invite doom soon after. None could put down such a force after they had called it up.

Still, in general it is safe to say you may produce many of the same results as a sorcerer commanding his demons, it's simply that the cost is shifted forward or backwards, or one you could stop paying entirely simply by setting it aside. Further, you may tap into means of meeting the cost unavailable to a sorcerer, or spread the payment across a society, or nation, or even world. That while it is no less prone to twisting in the hand that holds it, or pushing them towards depravity, it technically can answer to less arcane hands and minds. That while it's no less likely to flay away at one's humanity and twist the intentions of those who (mis)use it, that someone doesn't have to be you. And that you may take advantage of this to produce wonders beyond the scope of any sorcerer.

Of course, there are more living, or undead, perversities. Such things differ less - if at all - from the more pedestrian demons, but have the virtue of not needing the infrastructure or maintenance that your craft usually demands, and benefiting from all your virtues for working with or making technology.

Hmm. Yes, it's a curious thing. If you possess access to summonings alien to Marr'd, you will find that those same insights will lead you to realizing new Sciences with a character that reflects those alien systems. Curiously, those virtues you possess that empower and enable your mastery of Demons (or even stranger things) will also apply to your

Entry
technology.

The truth of this will surprise no one who understands the nature of your Sciences. Was the universe once alive? Those who know will not answer the question.

[12CP]

Cosmogram
Fated Role

Dictionarist **Dictionarist**

Many are those who seek conquest; most of them to pillage the world. For some it is to fuel their escape from Marr'd by draining the planet dry, while others merely see all things as already theirs and others objections are violations of their divine right.

More are the conquered. Whether explicitly, or by being devoured by lines drawn on maps. They are the ones who wish to remain unnoticed. They flock to anyone who offers them a promise of hope, and flee from the whip and the chain and the gnawing hunger and thirst and the threat of alters of sacrifice.

Like Oghma, you are not either kind of person. A trickster and a rebel and a rogue, you travel as if travel could offer absolution. You cross borders written on forgotten maps and borders written in fresh blood. You make you home in demon haunted wastes, and walk as tourist in the lands men still lay claim to. You learn the names of things forgotten, or hidden, or feared too much for them to be spoken. And because you are either brave, or foolish, or simply wrong in the head... you write them down.

If you take all Virtues and Baubles, Claves, and Companions marked 'Dictionarist', and this Cosmogram you may choose to enter this world as Oghma himself, replacing him.

For [2CP], if you have not seized his place in reality, you may instead take him as a boon Companion. He will carry all his Virtues and Baubles and companions with him, though he will hate himself a little if he does not save Marr'd before he leaves.. Alternatively, you may open the door for an existing companion to usurp his existence and place for the same cost

For [+3CP], if you have not taken his place, nor taken him as a companion, you may sow enmity between the two of you. You are fated enemies, and you will not escape Marr'd before his destruction.

[+2CP]

Bauble

Dictionarist **Annotated Life**

You have journals. You have *a lot* of journals. Neither your travelbags nor your person seems to have room for all of the journals you might pull out at a moments notice, but they all pack away in heartbeats when you're ready to move on.

Perhaps you have an arrangement with The Library or a similar force? Regardless of how it works, you may pack away any number of books without them actually taking up space or weight. But more importantly, you can pull forth empty journals without end.

Such journals are well made vellum bound tomes and stitched with care against a wooden spine of some long extinct tree. Whatever force makes these books makes them with care forgotten upon cruel dying Marr'd. But beyond their obvious quality, they have one final virtue.

Type

Category

Entry

Anything written in them will be remembered by the writer so long as they do not lose possession of the journal. If they do, such writings will become only mortal memory, and recovery of the journal will not restore this supernatural aspect. But so long as they treasure their writing the way a miser treasures their coin, they may cling to what they have put to page long after any normal memory of the event would have faded.

[ICP]

Bauble

Dictionarist

The New Paper Ink

You possess a bottle of strange ink-though upon Marr'd, all ink is strange-but this ink is stranger than most. It's hard to write with, as if it was not even made for quill at all, but it has a strange virtue.

Anything you write with it will spread. Copies of anything written this way will appear all across Marr'd for several days after your writing, showing up in every major city and even many towns, though upon a larger world its reach might not be so universal. The bottle refills every day, but you'll probably struggle to write more than a few pages with the strange ink. Perhaps if you bound the demon of the tool meant to be used with this ink you might be able to "per-ent" more pages.

[2CP]

Companion

Dictionarist

Runes

You have pacted with Runes, a demon of writing. It is a minor demon, but one of strangely benign character. Not that it is human, or even sympathetic to humanity, but its wants are strangely harmless. It wishes to record events and preserve them, and so long as you to not stop it from doing so, it is happy with you. It also enjoys being read and shared, and if you do so, it will be happy in your service.

There is one other thing making Runes as deviant. It is a companion, not a slave. It starts with [4cp] for it's own wishes, though it may not take Sorcerer, Your Soul to Keep, nor any companions or slaves of its own.

[4-CP]

Virtue

Dictionarist

Footprints in Ink

Oghma son of Oghma might curse words as faithless, yet he bound Runes, and he diligently writes. In one margin he warns against trusting in the written word, and in the next he enjoins you to keep reading and to in turn write your own observations.

It is purist hypocrisy.

Like Oghma, you possess the habits of a Dictionarist. You are someone who records, and being tired, hungry, hunted, or driven half-mad is no excuse to lollygag. You can always produce a usable record of what you've learned, seen, experienced, or been told about. And you can do so at preternatural speed in the form of notes, sketches, maps, lists of names and favors and taboos, a quick glossary of the local tongue, a "who is safe to talk to" ledger, and more as the moment demands.

Even at your hastiest, there will be a kind of crude beauty to your works. But it is not beauty that defines them. You have a nature that captures that which is useful.

Just as you are a historian of others, you also are a scholar of your own history. Many people struggle to understand their own records, or put into context what they were

thinking at some past time. Not so, you; when you go back to your own records, you can summon forth the mindset, motivation, and insights that jotted them down. Old observations return with their original sharpness and half-forgotten details are dragged back from the deep sands of oblivion.

If you have time to observe something for even a few minutes, you may write an entry on the topic. Even if it was only in passing, if at some later point you find that that thing has become a thing of significance, you can reference your own work. Inevitably you will discover that your own writing contains at least one important detail. 'One detail' is a lower limit, not an upper one and in all things your writing will work to be useful.

[ICP]

Waylander

You are far traveled, and seem fated to continue your journey even further.

You can comfortably last a fortnight on a sennight's ration of food and water and sleep.

Dangers out in the wide world seem compelled to miss or dismiss you in your wandering; this is not an all powerful blessing, but you could live long years in demon-haunted lands like the Red Wastes so long as you were careful. This won't protect you from any hostile force who has actually managed to find you whether by luck or through determination.

You learn new languages with unnatural ease, and are drawn to opportunities fit for a wanderer, whether odd-jobs, or unique vistas.

Lastly, like Oghma, you find entrance into places that should be denied you. Perhaps hospitality is not all the way a demon... or perhaps you merely have a Pact with The Courtesies.

When you arrive at a new place, an unfamiliar culture, a strange faction, an alien race, a judgemental temple, a den of thieves-or even meet those same thieves at sword point on a road-you'll have the right insight and luck to present a facade that can be tolerated. Whether it's what to wear, or offer, or who you should greet first, what lies are politeness, and what truth is a deadly insult, you can navigate the unknown and not make those mistakes that invite or demand your murder.

This is important, because for so long as you give no cause, efforts against you will be ill-fated. Nothing overwhelming, but destiny looks unkindly at those who violate the courtesies when it comes to you. This ill-fortune is almost entirely directed at creating an opportunity for you to slip away and escape.

If you stand your ground, or really fight beyond what's needed to escape, this ill fortune will stop plaguing them; but so long as your efforts remain focus on escape and avoidance, poisoned-destiny will continue to plague those who seek your fate.

If by action you have forfeited this protection, it will restore itself on the third day.

[2CP]

Slip the Noose

Often Oghma's recounting sounds less like a random collection of individuals and places, and more like a list of those who wanted him dead, enslaved, or broken. The Stygian school

he fled, the Witch-King's commission he abandoned, the Jarl of Spiders, Nimrote and his Chimerae, and countless other threats.

Yet he is free to write and distribute his dictionary, spilling forth secrets like the generosity of rain.

Like Oghma, you are extremely hard to finish.

You always have a sense for when a place is becoming unsafe *before* the trap shuts. If someone is trying to track you through, you instinctively leave the kind of trail that wastes time and creates dangers for your pursuers. You'll invite damning false certainty, seed wrong turns, leave leads to "obvious" choices that aren't, and make choices that only seem sloppy until the consequences play out.

If someone is trying to bind you through social means such as debts or blackmail, twist oaths against you, or gain leverage over you, you recognize the chain early and can usually name the exact link they mean to close around your throat, along with a sense of how to pervert the effort.

And if that's not enough, when escape truly makes demands, so long as you pay your efforts are empowered and protected, and efforts to harm or hold you are blighted and frustrated. Perhaps you cripple your leg by hiding in a space too small for you for days, tearing the ligament such that no natural healing will fix it. Perhaps you lose your Worm-Mount. Perhaps you abandon a friend and contact to your hunters.

The greater the sacrifice, the more protected and aided you will be in your escape.

[4-CP]

To Steal a Man's Name

Some demons can invoke sorceries against those whose name they hold, though this is rare and there are more common routes often less defended. If you hold the name of the dead, you often can disturb them into wakefulness as a demon, a fate many fear.

Yet neither of these things explain the overwhelming fear many-especially sorcerers-have about their true name being known and used against them. There is power in naming, a power that sorcery can at times leverage, but one altogether more subtle than grotesque command over the dead.

You gain advantage over anything and anyone you can properly name - this isn't just the words they're called by, but enough details to use it to identify them. If you had never heard of 'oceans' then the word alone would do nothing to shelter you from the wrath of a typhoon.

But once you have a name-the word of a thing and enough knowledge to know it as a thing-then you are advantaged. In contests between you and it, you are a margin stronger, and it a margin weaker. When you plan around it, its motivations and actions are more knowable and predictable. When you scheme against it, there is a weight to your machinations that will work to trap them in the grooves your pin scratches into the world.

As your knowledge becomes more complete and deeper, so too does your power over their Name, though not limitlessly. Two pages of dense secrets and cutting insights written in shorthand forms the limit. Most of us wear multiple names; 'human' and 'Oghma' are both

names, though human is a much shallower one that will never show the deeper truths-and hence wield the deeper weight-of 'Oghma.' But more general names are still useful if the deeper ones remain unknown.

[8CP]

A Fair Price

Demons by nature cut at the world, break the thing that broke them. They seem almost universally malicious in their malevolence, and burdened with fundamental hungers that make the world smaller and meaner.

Oghma writes of the needs of Runes three times, and each time they are different. Are these three different demons of Runes, much as there are many different Chimerae, or is he merely a liar?

One demands that its binders life, and the lives of those he meets and even just the lives he imagines be put to paper.

One demands that its sorcerer put every important event he sees or hears of be recorded in as lasting a form as possible to be preserved into the next epoch.

And one demands to be read and comprehended by as many people as possible.

Perhaps it needs to be said, but all of these prices are ones Oghma would pay unprompted. It is not wrong to deny that they are prices at all.

Like Oghma, you often need pay nothing as far as ongoing mystical prices go. When you make a pact, or a sacrifice, or tie yourself to a force, or sacrifice of your nature, or otherwise must pay the butcher's bill for power, that cost is reduced, and that price may be reduced all the way to nothing.

Deeper cuts are merely reduced, but provided you practice restraint and moderation in your deal making and the prices you take on, you may live a clean life; or at least, as clean a life as Marr tolerates.

This forgiveness is baked into the deals you make and costs you take on as they're taken. The other party gets the value of a 'real' sacrifice, and strangely never notices how little your deal actually asks of you. This forgiveness is also aggregate; think of it as being able to wave off two atrocities in a week on the scale of pre-meditated cruel murder. This can all be invested into negating a single cost, or spread thin forgiving parts of many demands, but you can only recover a piece of this forgiveness if you exit a cost entirely.

[12CP]

King of Kings

Did the clarion call of prophecy herald your birth? Did kings lay their wealth at your feet and cynics flee your presence lest they begin to believe? If you're not the chosen one, fated to lead the elect from doomed Marr'd, you're a convincing forgery.

If you take all Virtues and Baubles, Claves, and Companions marked 'King of Kings', and this Cosmogram you may choose to enter this world as the Damsel Messiah herself, replacing her.

For [2CP], if you have not seized her place in reality, you may instead take her as a boon Companion. She will have all of Virtues and Baubles laid at the feet of the King of Kings, and know you as the one to open the way for her and her elect, who will follow her as her own lowly slaves. Alternatively, you may open the door for an existing companion to usurp her existence and place for the same cost

For [+3CP], if you have not taken her place, nor taken her as a companion, you may sow enmity between the two of you. You are fated enemies, and neither of you will escape Marr'd until the other falls.

[+0CP]

Bauble

King of
Kings

The Screed of Hope

The Damsel Messiah preaches a gospel of hope, telling the world how she will lead her 144,000 across the void in the great Arks. And as her great accomplishments and victories pile up, her gospel grows greater and more unstoppable, filling Battlehymn with her zealots.

Like the Damsel Messiah, you have a gospel. When it first starts, it will only speak of you in general terms, as a savior and a bringer of hope, and those who hear it (or read it, in more literate worlds) will feel it tug on their hearts and souls to believe in you. But as you perform great acts, they will be added to the gospel in their best light, like backdated prophecies, and each of them will seem to validate and strengthen your gospel even more.

For the purposes of things that care about something like 'fate' or 'prophecy', your gospel counts as one, even the parts that already happened, for is not the past the best predictor of the future?

[1CP]

Companion

King of
Kings

King and Father

While he is not her blood, the Lord of Battlehymn took the Damsel Messiah as his daughter and taught her all that he knew and showered her with every advantage, gave her his kingdom when it was time, and showered her with every advantage. Like her, you possess a family that is support rather than burden. Your parent, whether by blood or adoption, is one of your strongest and most reliable allies rather than a foe or a problem you must manage.

Unlike a normal companion, King and Father is a role, rather than an individual. You will always have a supportive and wise parent, one of wealth and power, and who will use that power and wisdom to aid you and pave the way for you to realize your destiny.

In every new travel, you may freely invoke this companion, summoning this role to shepherd you into the world.

Unlike a normal companion, King and Father may only take social and wealth based perks (though if you could claim your parent as a companion in another way you may freely do so and these will overlap, and they will keep their 'king and father' perks into future worlds). Your history in any world will change based on their grandeur.

[2CP]

Slaves

King of
Kings

Apostles

The Damsel Messiah surrenders herself with the component folk able to realize her will and bring more and more of Marr'd under her thrall. They are her generals, diplomats, and courtiers. Her twelve Apostles.

Type Category Entry

Like her, you have twelve great followers. These are not companions - it is not their place to question your will, only realize it. Each of them is a master of many disciplines, all of which congeal together to make a useful branch of your influence.

Their competence and strength will scale to how destined you are, the greater weight of it you bear, the more impressive the followers you will draw to your side. Still, despite how useful they are, there's no reason to get attached. When they break themselves or are used up, a new one will soon come to replace them. Perhaps a better, stronger one, if you have continued to cultivate your destiny. And certainly a more useful one, since they will be tuned to your needs of the moment, rather than your needs of the past.

[4-CP]

Bauble

King of
Kings

Holy City

Like Battlehymn, the Walled Jewel of Hy-Brasil, this is a grand city teeming with trade, land, soldiers, slaves, sorcerers, demons, and rare treasures besides. And to this city, you are no mere king or sorcerer-lord. You are hope. You are purpose. They worship at your feet and offer their blood and future and souls up for the taking.

Sorcery has an endless hunger, but perhaps you can glut even that with the boundless plenty of your Jewel. Worry not about depleting it, for more shall always flow towards your holy city, so long as great forces do not block their way or you have not yet drained the world dry. Perhaps with depths of sacrificial treasure this deep, it will truly be possible to take your Elect away from this doomed planet.

Once you have stepped beyond this realm, you may inter the city within your planar safekeeping, though know if you do that it will only slowly generate art and artifice and basic goods, for it will have no pilgrims to offer tribute or caravans to bring in new trade, and the people will only repopulate themselves at a rate normal to people, though it will at least be refreshed again at the start of each new journey.

Alternatively, you can cast it from your fastness to fall upon new worlds, taking up the identity of a city that 'was always there', one that will again begin drawing people and wealth towards itself, eager to offer it all up to you, its savior.

In either case, the city will gain new artisans and sorcerers and temples and holdings in keeping with each new world you travel to, so that you may always browse its markets for trinkets of the past, or have their wealth offered up to you in worship.

[8CP]

Slave

King of
Kings

The Whispering Serpent

A mere demon lord thought to waylaid your destiny. It promised to lay the world at your feet if you but did it honors and took of its wisdom. This devil must have been quite surprised when you turned the tables and bound it, extracting from it all the forbidden knowledge it held.

This demon imagines itself as a god. What pretension! Though even if it's not as powerful as it imagines, it is wise. It will always be a canny and able political advisor. Perhaps its advice may be drenched in the blackest cynicism, but it will always advise you true. And it is both a master and a tutor of the darkest arcane lore, one who weaves no pitfalls or traps into its teachings when it educates you.

Type Category Entry

Its knowledge seems boundless. It isn't, but it can manage a convincing illusion of it. More importantly, it updates for each new world you trod upon.

All this is in addition to its other traits as a demon lord, not replacing them.

[12CP]

Virtue

King of
Kings

Bringing the Good News

There are many prophecies speaking of a savior who will take the people away from Marr'd and into the embrace of Urt, the mother they once scorned. The Khan of Khans, the Witch King, and entities both other and stranger have all been labeled as that figure by some. Yet, in fragments and in gestalt, the Damsel Messiah is the figure most wreathed in prophecy.

Like her, it's not merely that your own peoples' and allies' cast portents and signs that ring your importance, necessity, and greatness, but that even the prophecies of your rivals seem to suggest there might be a deeper truth pointing towards you. There is a weight of expectation upon you, and even those who would prophecy against you or raise up their own claimant find that their words end up glorifying you.

Even attempts to cast away prophecy, horoscope, future modeling, or even stranger arts, and to live only in the now... even such efforts will find that they inadvertently work to legitimize your prophesied greatness.

[1CP]

Virtue

King of
Kings

Parable of the Three Sorcerers

It is said that three Sorcerers of great power and prophecy were there when she was born, the Damsel Messiah. They had hedged their bets, unsure if their loyalty would be to their lord, who had promised to kill any who might unseat him, or to this prophesied king of kings. When the child was a girl, they walked away, disgusted with the waste of their time. The father in fear turned to the warrior of the lord of Hy-Brasil, and told them of his daughter, for he knew she was born under uncanny stars.

The warrior-priests hung the three sorcerers and paid the father in spices and oils, and the Lord of Hy-Brasil adopted the daughter as his own and made her his heir.

Like the Damsel Messiah, those who dismiss, disregard, or denigrate you are punished as if by fate. Those who show caution, respect, or fear towards you are rewarded, though always in a way that serves you as well. And yes, there is a paradox there, for your greatest enemies might show you great respect in ways that seem to serve you not. Know this, that even then, how fate will reward them will in some fashion serve you more than it serves them.

This punishment or reward is in proportion to the respect or insult. Though in the case of insults, that proportion is disproportionate and cruel. Let none mock the King of Kings.

Sometimes even a king must walk unseen, so you decide if these pronouncements of doom will play out obviously, or subtly. Likewise, it is the right of the King to be merciful. You may elect to hold back the sword that a foolish sinner called down upon themselves.

[2CP]

In You, all things are Possible

Once, the Damsel Messiah escaped her wet nurse to find her way into the secret sanctum of a coven of Warlocks, and while there, she repaired a pentacle raised to guard the city against evil.

There are many prophecies, and if you could pile up all the graves of failed saviors, you could build a tower to reach the heavens. Like the Damsel Messiah, you seem strangely capable of achieving those prophecies that speak of you.

This isn't merely an ability to spread stories about yourself and have them come true; the prophecy must *be* a prophecy, whether by astrology, torn from the lips of a demon with foresight, modeled through Psychohistory, or even summoned by a Virtue or carried through a Bauble of yours. But once it exists, it aids you.

You learn any skill, master any ability, or grow any trait with unnatural and proud alacrity, even ones that there seems no path for you to have gained, so long as gaining them wouldn't be impossible - this wouldn't let a human gain a demon's magics... but it would let an infant learn how to hedge out a demon, if prophecy demands it. More than this, the very weight of prophecy aids you, as if fate wove puppet strings to move you and the world along, to drive the realization of the prophecies made about you.

Yet you hold the shears; no fate or prophecy or predestination can bind, restrict, stop, or guide you if you wish to refuse it. Fate answers to you, not the converse.

This effect grows stronger the more prophecies that swirl around you.

[4-CP]

Wisdom of the Fruit

When the Damsel Messiah was but a slip of a girl, The Serpent from The Garden came to her and brought her to the top of the world, and he laid all the kingdoms of the Marr'd at her feet, and offered her rulership of them all if she but ate Infernal Fruit so that she would come to know terrible truths.

Instead, she bound and enslaved The Serpent from The Garden, and he serves her to this day. Yet the stories are quiet on the fate of the Fruit, and she knows many terrible truths.

You know names of power, those of Demons and Gods and things lost and things that *should* be lost. You know the names of the powerful, and the names those of powerful wish lost.

You know all languages.

When you look upon a thing, you know the shadow of sin, not the sinner, but the marks of sin - if an institution has traitors, you see the shadow of their treachery, and by following where those shadows fall see what parts of it hide traitors' influences.

You know what has been lost, and can peer through the land and see all demons born of it, and know what those demons once were, before history unmade them.

You can look upon someone, and know their soul's price.

You know the shape of Sin, of Damnation, and can measure what form it will take, to see through the chains of Desire and Need of demons, the shape of Old Places, and many other strangeness, so long as their nature comes from curses and sins.

Perhaps The Serpent from The Garden thought to break the Damsel Messiah. If so, more fool he, for her moves forward with confidence, unbowed by all that terrible knowledge.

Like her, your soul is firm against all external evil and unnatural lore, and the chains of knowledge are severed for you - the mere knowing of something has no hold on you. It will not undermine you, or open you up to external influences, or lead demons whose nature is to bury a certain secret to you, or any of the other thousand and one dooms of knowledge.

[8CP]

Sacrifice of the Flesh

The Damsel Messiah will at times direct her followers to crucify her, so that she may show the teeming masses how she suffers for them. She bears the scars of these sacrifices.

When it comes time for you to bear a cost upon your soul, by ritual you may shift it to your body. Such acts will leave scars - while the immediate injuries may heal, they will leave lingering damage that resists restoration, unless that restoration could have healed the wounds on your soul so displaced. Resistance isn't immunity, though.

Of course, you may not know when a spiritual wound comes for you, or have to shift them away. For this reason, you may castigate yourself in advance, seeding physical weakness that a would-be spiritual wound will sink into instead of into your body.

Of final note, you may also do the inverse in dire moments. This requires no ritual; when your earthly form would perish, you may displace harm upon it onto your soul, crushing your humanity under prophesied purpose and returning in the flesh. Think of this as a bit more damage than Your Soul to Keep could offset, and damage taken this way to the soul may not be transferred back to the body through this Virtue. This is a '1-up', if such a fact matters, but may only be called upon if your soul has room to bear the damage.

[12CP]

Sorcerer

Many are the sorcerers, witches, and wrenches wandering the wastes of Marr'd. Attended by their demons, mastering and being mastered, conquering and being conquered, competing for things that no longer matter on a world about to tip over unto the embrace of death.

For [+2CP], you may discover a rivalry with another sorcerer, one perhaps less famed than the Damsel or the Witch King, but who has gathered deep resources in the shadows and mastered forces and raised allies that may come at you from an unexpected angle. They certainly are no weaker than their more famed peers, though they have fewer resources and connections to call upon. You are fated enemies, and neither of you will escape Marr'd until the other falls.

You may take a future dark lord as rival for [+4-CP]. and such a rival will have Necromancy, in addition to a complete set of Sorcerer virtues, baubles, and slaves. You may only take this once.

In either case, you won't start out being completely sure who your enemy may be.

You may take this up to three times, if you have sown enmity like Marr'd does sand.

Unlike other origins, the Sorcerer has multiple virtues for the standard tiers, but they only discount two selections at each breakpoint, whether virtue, bauble, or slave. They may discount two each of 1CP, 2CP, 4CP, 8CP, 12CP from those things marked for the Sorcerer.

The Sorcerer may spend their discounts on Demons and they may trade a 1CP sorcerer discount for a purchase of Will to Power, Might Makes Right, The Weight of Wisdom, or Your Soul to Keep.

[+0CP]

Slave

Sorcerer

Retinue

Rare is the sorcerer unattended by any others. These might be a tribe of nomads you conquered, cultists caught up in your legend, soldiers you have hired. They have survival skills and martial skills in abundance, and are competent enough in learning other skills you need them to learn. If depleted, more will filter in to refill the ranks over a few weeks. Their competence will vary with their moral and motivation.

They're more than a speedbump to a minor demon, but the demon would probably win. But they're human, and can go places and do things a demon might be unsuited for. You may tune their nature a bit when you buy them, biases thing nature to make them better or worse at certain tasks, so long as they stay close to this baseline.

[1CP]

Bauble

Sorcerer

Relic

You have something likely ancient, and probably unclean. A thing of power from a lost Epoch, an arrangement with a powerful demon in from the wastes, or something similar. It might be a resource, like some sorcerous munitions. It might be a design that does not quite make sense and requires your reference to make. It might be some magical tool, powerful enough to let one compete with petty sorcerers, though not with a greater one on it's own. Whatever it is as valuable as it is strange.

Example Relic → Dragon's Blood

The Dragons were denied even the dignity of returning to the earth; their bodies were buried, but not allowed the peace of rot, to return to the flow of life. Over long years, this terrible face worked strange alchemy upon them, and they became a mottled tar that stains in darkest browns, yellows, and greens. Its smell is horrendous, sticky, and it steals life from the air in choking miasma. It burns as well. Once Ignited, it burns powerfully, yet in horrible black clouds that blot out Sar himself rather than as clean flames.

Your demons may dredge the past and pull forth replicas of these draconic remains. Perhaps it vomits them forth in great gouts? Whatever method it manifests will express the nature of your demon. They can draw it forth fast enough to cover a village in a coating of this foulness in mere minutes.

[2CP]

Fell Tempter

The brides and grooms of the Witch-King compete for his favor in an endless cycle of betrayal, but they hardly reserve their wiles for their husband and master. And they are hardly the only sorcerers who have realized that a fair form can be a powerful tool.

Whether the product of a pact, an occult treatment regime pulled from some ancient ruin, or from a stranger source, you have taken on a mien of unnatural loveliness.

You are free from blemish, clean, of proper proportion and symmetry, and with those minor (and not so minor) blemishes of life scoured away. An actor might be able to fake a similarly fair form. But it would be an illusion accomplished with makeup and lighting that would only work at a distance. You are such in all places and all circumstances.

This is not illusionary, and so it has some secondary consequences. First, many forms of ill-health, injury, or degenerative conditions would ruin your beauty, and so it opposes them. Aging will not hit you *quite* as hard as other people, though it won't save you from it, merely the visible consequences. The visible parts of injuries will heal faster, to restore you to fairness. And uncleanness will be constantly banished, forming an indirect barrier toward the kind of filth that risks disease.

None of this is terribly strong, and all of it is focused on the visible consequences. The pact is not trying to keep you alive; it merely means to keep you lovely.

[ICP]

Teeming Thralls

Marr'd has lost so many things both great and terrible, yet it has never lost class. Perhaps the people of Marr'd deserve their fate.

You are hard to notice or keep track of. When you wish to go unnoticed, people's eyes have a tendency to simply glide past you, to find you uninteresting. *Beneath notice*. If you do something to dramatically draw attention to yourself, this spell is broken so long as they can keep their eyes on you. But the moment you can turn a corner or vanish into a crowd, it restores itself.

More, while you're wishing to go unnoticed, people have trouble remembering identifying features. You could bash in a Stygian Witches head from behind, escape into the crowd, and no description better than 'beggar' might be offered, despite a hundred witnesses to the act.

[ICP]

Dark Pact

Binding is a lasting and ongoing relationship. In a dying world the wise man knows that can transform into a dead weight; caution keeps his exits open. Made worse by the fact that many demons charge in things more precious even than water even before soul-price binding demands are counted. And sometimes a sorcerer finds themselves dealing with an entity that has no need to tolerate being bound.

Canny sorcerers remember the art of the pact. A simple agreement, a pact has a task that the demon agrees to, one that might be finished in a moment, or last until the end of time, and a cost that the demon demands of the sorcerer, but is *a task or service*, not servitude.

Trying to start pact making has a certain level of compulsion on a demon's nature; a demon will feel some level of pressure to let the sorcerer make an offer and try to negotiate. So long as the sorcerer doesn't abuse this (try to escape, attack, or abuse the hospitality), most will give the negotiation a reasonable chance. The power of the two parties is not irrelevant, 'let me leave here alive' could be a task, and one with a price costing an arm and a leg. Possibly a literal arm and a leg. Decline the deal, and you've exited pact-making.

If the pact is firmly forged, the Demon must fulfill both the letter and spirit of the deal. If the sorcerer's performance is lacking compared to the demon's might, the demon can either force extra demands on the sorcerer, twist the spirit of the pact, or ignore the pact making attempt entirely to simply attack the sorcerer.

Pacting is a learnable technique that any sorcerer could be taught or reinvent. Acquiring it with invested potential means that you are *better* at pacting than other sorcerers. You'll find your deal-making attempts tend to leave you with a smaller cost, that it's harder to ignore your attempts at deal making. Mystically you're somewhat more likely to make a perfect pact, and if you fail then the other party can't force as much extra cost on you, can't twist your words as far, and is less likely to simply attack you outright.

[ICP]

Welcome Truths

You have grasped a fundamental. The only real truth is the one the listener wants to hear, fears to hear, or is ready to hear. You can hear all three, echoed in your ear before you say them.

When you speak, you can hear a future echo of your own words. Only a few snatched fragments from what you're about to say, but they are distorted. Unheard words drone. Unwelcome words are shrill. Inspiring words echo stridently. Desired words croon. Words they're already ready to believe murmur. And feared words? Fear words sound with perfect even clarity.

This feedback is not distracting, though if you're trying to balance paying attention to how different people hear your words, and aren't just listening in aggregate, then that might demand more attention than you actually have. This gives you enough time to change tracks before the fateful words are spoken, though stalling till you find the right ones is on you.

You find it easy to mostly erase your own reaction to what you're saying and hearing, and are a proficient liar and storyteller.

[2CP]

Fists clinched in anger

It's what so many on Marr'd learn to hide.

You can spark people's anger, to their frustration, and ignite their will. When they have been wronged, trampled on, used... when they have cause for wrath and either swallow their anger or are so broken down it never flares, you can feel it like embers.

You can feel where that anger is directed, the fuel that it wants to ignite. And if you feed it? If you fulfill that anger, perform the act of rage they dream of? It strengthens that suppressed will to act. More than that, even if they don't know it's you, their anger

recognizes that you're the one who satisfied it, and they will find themselves moved to like and help you, to pay back the favor they might not even know they own.

Strike the first blow of rebellion, and seize its reins and lead to consume Marr'd. Whether to save it, or simply grant it a final pyre is up to you.

[2CP]

Entrancing Mien

Sorcery is an art to wield power over supernatural entities—demons normally. But the fact that humans can *practice* sorcery means that they're not devoid of a supernatural nature.

You have mastered the rare art of *Sorcerous Hypnosis*. Through this art, you can establish mental influence over another. It takes a few undisturbed hours with your victim where you leverage your occult might against your victims, though even those who lack occult might still have some native resistance.

This establishes your hold over your victim, much as sorcery establishes a binding over a demon. It is possible to establish a hold without the victim being aware of the fact; this usually involves a drugged victim.

Thereafter, you may hypnotically influence and control your victim; a contest of wills ensued, but one that favors you as your initial hold creates a lasting weakness you act through. Nor is it obvious when you do this; if your puppet resists your command and they're aware of your hold on them, they *might* realize. If they fail to resist, or aren't aware of the power you hold over them they'll justify it to themselves.

This requires no words spoken between the you and the puppet. You must merely be in the same general area. They need not see you or be aware of your presence.

[2CP]

Pentacle's Truth

People really aren't all that different from demons, and not just because so many demons are the remnants of dead people. Demons have tells, the fingerprints that mark their presence in the world... but so do people. Demons have a need which validates and anchors their existence and without which they will fade. And demons have desires, things they want for themselves, as expressions of their nature.

When dealing with people or with groups, you can study them. The more they show themselves, show their nature, the faster you study them, and with this you can find their Telltale, their Need, or their Desire.

Once you have found someone's or some group's Telltale, it means you can find them.

This can be physically; they have trouble hiding from you, because you have the key to pick out where they fit. Whether in a crowd, or hiding in a nook, you know where they would fit. Even if they aren't hiding, and you aren't looking, you'll just passively know if they're at a ball you're attending, or the moment they arrive at court.

This can be metaphorically. Their plans will have their signature, such that they can't veil their influence from you.

This can be magically, as their bindings, their pacts, their demons and powers of magic all obviously bare their touch.

If you've found their need, you can predict their bottom line with startling accuracy. You intuitively understand what, if denied, will hurt them and force their hand. What costs they could bear, and what costs they can't. Your threats towards their Need have an edge that they will struggle to dismiss, and if you can offer to fulfill their need, it can be hard for them to ignore.

If you're found their Desire, you can predict with startling accuracy what they will take risks for, where their excess will go, what opportunities they will fixate on, and what they will dismiss. Where a need is the fundamentals, most people want more than the fundamentals, and the more power they have, the further they distance themselves and forget their own fundamentals.

Whether an individual or group is easier to focus on is highly situational, but against a public individual or group that isn't actively working to hide it's fundamentals, it generally takes about a week to learn one of these.

If you have learned one of these for a group, an individual will only show up to it while they're acting for that group.

[4-CP]

Look them in the eye

There are so many reasons to deny others their fundamental personhood. The Primitives don't think humans are people, Humans don't think Nines are people. Almost no one thinks grays are people. But much smaller differences are harnessed to strip strangers of their humanity for the chain or the sacrifice altar.

You can see how others are like you, or *not* like you when you look upon them. You can see their humanity, or if not human, their personhood. And if something isn't a person, you can see that too. And empathy for those differences comes naturally to you, letting you understand-at least, as well as any human can-those whose personhood is distant from your own.

Likewise, anyone who looks upon you has the same. The fundamental truth that you are a person, and empowering their ability to bridge the distance. And when you speak and explain other people's personhood and motivation and try and explain or share your empathy, your words bear your insight.

If for some reason you wish to move unnoticed and dehumanized, you may suppress this second effect. It does not vanish for you, simply because you wish to forget the humanity of others. You can not lie to yourself once you've opened your eyes.

[4-CP]

Mad Medium

Some whisper that you can throw a rock without hitting two demons as Marr'd sinks into a mire of death and loss. Perhaps this is true, but if so most of those demons aren't visible, active, or worth acknowledging. It might be a land swimming in dark magic and damnation, but not that much dark sorcery. Plenty of small tribes and petty towns will lack a sorcerer of their own, and only occasionally deal with demons from the Wastes.

Yet.

Yet.

The dead are restless, and more is broken and lost than is whole. The whispers of the dead—those demons that stir on the edge of waking, those too small and petty to crawl all the way into existence, and those too great and terrible to be fully pushed from life—reveal themselves to you. Much is revealed in the constant endless wash of grudge, hunger, and longing.

A tapestry of demons exists as a layer upon the world. It isn't all that is not, but was. That's far too grand and cosmic for your petty gift. No, it's more limited and local than that. You'll get a sense of the local disruption and weakness from the how they swirl, twisted echos of local news from their mad whispers, what is strong and whole from what draws their soulless gazes in hunger, any grand tragedies or ancient horrors from the twisting weight of greater demons trying to press through the veil into wakefulness.

Actively used sorcery and similar forces can be quite obvious to your senses, though care can let one avoid your mystic gaze. A demon doing something their sorcerer *asked* of them without active use of the bond to enforce it isn't really sorcery, for example.

This mystic perception does not distract or hide the world from you. It's another layer of truth you perceive. It might make you more cynical about the world, but moment to moment it's easy to tune out or ignore. Just don't be surprised if you stumble over a sleeping horror if you have been ignoring it. They're common enough, after all.

[4-CP]

Devil's Bargain

Sorcerers are known for their dealmaking, but ironically many of them are poor at dealing with other people from any perspective but one of force. Binding and Pacting require promising a Demon what it needs, but it leverages metaphysical truths that generally oblige it to give the sorcerer a chance. People are not so kind.

Still, you live up to the sorcerous reputation for dealmaking.

You have a natural ability to sketch out deals; to think through what deals could be made, what resources or trades or values or understandings could be conveyed, what implications that would have. You never get to the negotiating table and freeze because you can't think of what you should ask for or offer. Maybe you freeze because you have nothing to offer, but or you don't know enough about the other party to understand what they want, but simple choice paralysis will not still your tongue.

Once you are working on a deal, you are very good at both languages designed to make things clear for both sides, or to hide or manipulate what the deal says to obscure your actual meaning. You also are functionally flawless at understanding any problem you can rephrase as a deal; if it's possible for you to understand what's being asked for or said, you will understand it and its implications. If you don't understand something, you'll pick that out instantly, and you will be able to narrow in what and why you don't understand it.

You can produce, edit, or consume contracts and deals at an inhuman rate, and can easily work with others to make sure you're including all needed components. You also are just a master negotiator.

Still, a deal, no matter how well crafted, is air and vellum. At least when other people make it.

When people make deals with you, they will remember the deals they have made. They won't forget them even in a moment of passion, they will know the spirit of the deal, and it's functionally impossible for them to ignore that and pretend to 'reinterpret' it in good faith.

So long as they keep to the spirit of the deal, they will be blessed with good luck and fortune will follow them. If they break the spirit, but keep to the letter, the fortune will flee. If they break the deal, their luck will be poisoned and doom will dog their steps. The scale of the fortune and misfortune is influenced by both how big and important the deal was, limited by the strength of your Lore.

How long poisoned luck will chase someone, or how long good luck will follow them after the end of a deal, comes from your Lore. An individual can only have their luck changed by one deal with you at a time, and if they have both broken and unbroken deals with you, you choose which one dominates. You may forgive a broken deal.

You always know the state of any deal you have made; be it kept in spirit, in letter, or simply broken.

[8CP]

Sorcerous Schooling

A sorcerer can only make so many pacts before they tear their own soul apart. The act of summoning and binding demons breaks down one's soul and humanity. Institutions can afford the steps to defray that cost. Not so much an individual sorcerer at the bottom of the heap.

It's good then that you need not stand alone.

You can teach that art of sorcery and share the ability to summon and bind demons. Over the course of a week, you can teach demonology and demon summoning-sorcery-in the sense this world knows it. Your students will gain the *The Weight of Wisdom-Waste Schooled*, *Your Soul to Keep-Stable*, and the *Sorcery* perks.

While in this world, their souls will obviously labor under the same burdens as any sorcerer of Marr'd. After you have moved on, the harsher judgements of this dying world will not follow them — their humanity will answer to whatever kinder or crueller laws govern the soul where they find themselves, as yours does.

Lore will act as a foundation and support for occult power and insight in general for any students you take, just as it does for you.

Your students will be able to teach others demonology in turn, or create courses or legacies to do so. And so on. Once you unleash demonology, it won't go back in its bottle.

[8CP]

Mad Magican

Sorcery is a demanding discipline. Demanding in time, in sacrifice, and in care. Such orthodox sorcerers must flinch every time you walk by.

You no more 'practice' sorcery than a traveler practices walking. You wield occult power the same way a seamstress wields her needle. With swift thoughtless care, and mystical arts flow from you with careless abandon and swift grace.

In combat, you might have struck down a third demon with a Punish rite by the time an archer loosened their second. You could pin a guardian demon blocking your way in a Contain so long as they didn't have a friend to stop you. And if they did have, you might be able to start binding one demon and force it to defend you from a second in the middle of a chaotic melee, though not easily or reliably.

Your mastery of occult forces is in no way limited to the sorcerous rites you learned here.

[8CP]

The Chains of Hell

So much is lost, and yet people keep destroying more. They ruin and sacrifice and make deals with demons and leave the world to pay the price. So many things only exist as a demon these day, all for what? What justifies that?

Nothing.

If you are targeting and working against a figure whose actions have created great or powerful Demons, you may leverage that violation and blasphemy into safely contacting, summoning, and binding the demons they have made. The more significant demons they have made, the easier and more empowered each of these acts will be. And the demons themselves will be empowered by their host of 'siblings', pushing their Power to new heights.

So long as your work and goal remains focused against that figure, those efforts can pay the hunger price of such demons, though this has its own cost. If you take that path, *only* your efforts against their destruction will feed such Demon's hungers.

Once you finally bring an end to their grudge, they will return to quiescence, banishing themselves. If you summon them again in the future, they will return as they were before you leveraged this art – neither the enhanced power drawn from their host of siblings, nor the ability to feed upon bitter spite will remain.

[12CP]

Sorcerer Lord

Magic is a many faceted discipline. It puts demand on your occult knowledge, your mind, your body, and most terribly on your soul. There is no aspect of the self that might not face the demands of sorcery. There is no one thing one may have that transforms them into a competent sorcerer.

That's what less talented sorcerers, sorcerers who are not you, might say.

You simply are better, more powerful, more successful, at calling upon and directly mystical force. You stand upon a raised floor before you invest effort into your magics.

Cosmogram
Fated Role

Tyrant

Tyrant

Witch King of Stygia, who rules from Mu's Bed, and has brought all of Lemuria to heel. He pushes his kingdom out further and further, gathers more sorcerers to his banner every year and ennobles them and binds them to his service, and builds more fortifications. Perhaps he may even challenge Atlantis itself; though that nation continues to ignore him for now.

His atrocities are numerous, and many fear to even speak of him. Yet they continue to come, to flock to his banner of war.

If you take all Virtues and Baubles, Claves, and Companions marked 'Tyrant', and this Cosmogram you may choose to enter this world as the Witch King himself, replacing him.

For [2CP], if you have not seized his place in reality, you may instead take him as a boon Companion. He will have all of Virtues and Baubles laid at the feet of Witch King, and know you as a valued companion and ally, and he will bring with him his own lowly slaves and servants to conquer new worlds by your side. Alternatively, you may open the door for an existing companion to usurp his existence and place for the same cost

For [+3CP], if you have not taken his place, nor taken him as a companion, you may sow enmity between the two of you. You are fated enemies, and neither of you will escape Marr'd until the other falls.

[+0CP]

Bauble

Tyrant

Fearful Tally

The problem with committing atrocity after atrocity to reinforce your power is that people can grow numb to it, or let it fall from memory, or dismiss it as rumor. People are fully animals, many fit only for sacrifice upon the altar, but you would like to at least extract value from them first.

You can guarantee that believable, accurate rumors of your atrocities constantly circulate in relevant circles, to make sure everyone knows what you did. Such rumors become vague or disputable hearsay when inconvenient, yet gain the ring of truth whenever they reach the ears of those you need warned.

When you next slaughter a bloodline to the last child, it will be because you wanted to, not simply to send a message that will soon be forgotten.

[1CP]

Bauble

Tyrant

Vile Pelf

The Witch-King's power is not just sorcerous; he is a king, enthroned on one of the great trading nexus of Marr'd. He takes what he is owed, and he decides what he is owed. Perhaps wealth means little before your dark sorcery, but it eases many problems and makes dwelling upon this dying world... if not comfortable, at least tolerable.

This is a king's ransom, wealth enough to bankrupt a petty city state and beggar a great one, and it comes in many forms, only some of them mere money. It refreshes every year without you having to send out the taxman... or the executioner.

Not that you shouldn't do that anyways. There's always a use for more wealth.

[2CP]

Slave

Tyrant

Debased Grooms

The remaining great families, and those who wish to join their ranks compete to sell their sons and daughters to the Witch King, many of whom he claims when they are still babes. From these, he takes his brides and grooms; his gilded slaves. To them, he grants Guardian Mummies to serve at their whims, making them his sorcerer-slaves.

Yet these guardians are also chains, gifts binding them to his service. Their hunger is to torture to death any who lay with the Witch-Kings property.

Like the Witch King, you possess a harem of concubine slaves. This is a collective, not an individual. Those who enter it become sorcerers, and gain the service of a minor demon, one whose nature will in some way bind them to your service and enforce a gilded servitude, yet at the same time drive constant minor betrayals. Just as the brides and grooms of the Witch King must provide paramour to feed their Guardians hunger for victims.

Likewise they gain two purchases of Will to Power, gaining *Aristocrat*, and *Manipulative*. You may pile more virtues, slaves, and treasured baubles upon these sycophants; such gifts empower all members of your Harem, making each a more potent asset. However, the cost of all such gifts are doubled.

You start with five slots within your Harem; individual members of the Harem are disposable, but if they foolishly die or force you to dispose of them you can induct new members. As you pile more virtues and treasure upon your harem, the number of slots it holds will grow; every four measures of potential invested in them will add a new slot.

Your Harem's chaos and snake-pit scheming will churn events to help your plans and manage your assets, but individual members of the Harem may plot against you or become so problematic you must dispose of them; they are a structural institution serving you, but that doesn't make their individual members loyal, just that the institution they find themselves bound within is a system that serves you.

[4-CP]

Slave

Tyrant

History Eater

The Witch King has bound *History Eater*, an Object demon taking the form of a terrible blade, and its name is its horror; it eats other demons. And for all the chaos and the destruction caused by their hungers, a demon is just a piece of history, if perhaps one disturbed from their rest. Mayhaps it is no surprise that the Witch-King stripped Lemuria of its character; is culture anything but the demons we let rest?

Like the Witch King, you possess a mighty weapon, an Object Demon that might imagine itself as a god among weapons. Beyond its other attributes and abilities, it possesses an ability to consign to oblivion, to slay and unmake the dead. And like History Eater, the whispers of the dead it has consumed are caught and enslaved to whisper prophecy.

If you wish, you may pay the difference between a god-among-demon and a 'The' demon, to wield an even more terrible blade.

[8CP]

Type Category Entry

Bauble

Tyrant

Consuming Shadow

Like the Witch-King, you possess a Kingdom: a dozen great city-states and their hinterlands, bound together as territories under your banner. It is not a single machine that exists to pour wealth into your lap. It is a living hierarchy of obligations, bargains, resentments, and privileges. Forget that, and you might become another note in the margins of history.

You are acknowledged as King. Your name carries force in law, treaty, and war. Your lords kneel, swear oaths, mint coins with your face in the margin, and proclaim your victories as their own. Just remember what they are. Hungry jackals not bothering to hide the knives.

Through them, you extend your presence. They control roads, mountain passes,, caravanserais, fort-lines both new and old, and even some of the rare water sources required for life to continue clinging to Marr'd. Even when you aren't physically present, your seal opens doors, buys time, and makes rivals hesitate.

Your *judgement* and *rightful authority* extends right up until it threatens a witch-lord's own power. You can declare war, outlaw cults, sanction trade, establish standards (for what little they're worth), and wield the force of high governance... right up until it starts threatening your "subjects'" thrones.

[12CP]

Virtue

Tyrant

Invited to Grovel

Before the Witch-King transformed the face of Lemuria, it was still a land of sorcery and death. Everywhere is a land of sorcery and death upon Marr'd, and the Stygian Towers of Lemuria, which were made to slay gods and moons, have long been counted among the greatest of the schools of sorcery.

Yet when the Witch-King rose to power, he broke Lemuria's old powers. He broke the old families and sorceries, he cast down the old order, and raised the banner of war in every corner. The sorcerers serve him, the nobles compete to make their children his whores, and he feeds the dead to his sword, History-Eater.

The Witch King's court, all of his brides and grooms, his great warlocks and the magicians he raises to power... he feeds on them, abuses them, torments them and destroys them at his whim. Despite all of his personal power, he would have no chance if they collectively stood up against him. But that will never happen. They already made their choice.

Like the Witch King, those who don't take a stand against will find the opportunity slipping away. When the decision is made to put off standing against you, it becomes habit and fate. The right time to oppose you is now, for every delay, every compromise and appeasement, every hope that someone else will take a stand so that they don't have to... all of it becomes a fate that binds those that knelt to kneel another day.

This isn't all powerful. It will not further chain them past after their third act of procrastinated defiance, each act of delayed defiance or debasing appeasement adding another chain. But while it is possible to escape these chains, it is not free.

For each chain of temporary peace they accepted, they must defy you once to break it, and the chain will drag them down and tear at them when it snaps, hurting them and giving you

an advantage. Maybe they'll learn wisdom and hurry to throw themselves upon your absent mercy, before you decide forcing their chastisement is required.

[1CP]

Witch King

Lemuria is a nest of vipers, ruled by the petty schemes and conflicts and intransigent conflict. And the petty schemes and conflicts of Lemuria serve The Witch-King.

Many a sorcerer of great and terrible power has been brought down by his lessers. The truth of the matter is that arcane might doesn't cleanly convert into political acumen. For other people.

You have a natural intuition and skill at leveraging power to actually further and serve your political ends, rather than pointlessly flail about. How to chain people to your ends and cause, rather than merely sow the seeds of rebellion. Where to wield power to intimidate your foes and scatter your rivals, rather than unite them behind overthrowing you.

Power, in your hands, finds purpose. And the more of your power you could bring to bear, the more finesse you will discover in wielding it to that purpose.

Nothing about this guarantees that you will find a path less terrible than the Witch King himself followed; that is dictated by the natures of the powers you wield. Naked force and raw power may limit your actions to the terrible and the crude. Seek more refined tools if you want to wield more subtle answers.

[2CP]

Terrible Guardians

A powerful demon often has its spawn, lesser figments of itself that it calls to serve it, or thing it has ended that whose spirits it subsumes, but some sorcerers call upon demons uncounted- and not simply because innumeracy is common to these lands. Like the Witch Kings, or Nimrote's, you know how to use death to shape demons to purpose.

Nimrote's Chimerae flock in number, manifest without any master binding them to life, though they must soon return to Black Rock if too long away without such anchoring. The brides and grooms of the Witch King have terrible Guardian Mummies bound to them, from an age before they could have learned the sorcery to do it themselves, and are of a consistent form and character.

These are just a sampling of methods you could adopt - while the demons you shape will have limitations imposed on them by your approach, those limitations can drive them to serve the purpose you give them. No spirit can bear the weight of a demon army - even the Damsel would flay away her soul if she tried. But the right demon, crafted to fit into the world the right way...

Such a monster might not need binding, or at least need not be bound to you.

[4-CP]

Nameless Wretch

Like the Witch-King, you have wretched your name out of yourself and cast it away. Names hold no power over you, and this is more than just guarding yourself against your future

rest being disturbed. As Oghma, son of Oghma says, if you hold a name, you can pick out a soul. Can you pick at an absence?

Not do you escape all forces that chase after your name, but you escape other forms of attention, if to a lesser extent. People struggle to understand your motives, or pick apart your plans. There is a hole there, a space where your name and identity should reside, and no attempt to grasp it is ever entirely successful, so no attempt to understand you or your actions will be entirely successful.

The effect becomes greater when less conventional methods are used to analyze you. When psychohistory works to find the children of your actions, you seem mule. When prophecy is written, there is no rune to jot you down in. It is not impossible to capture you with such measures, but it's painful and time-consuming, capturing everyone around you again and again to build a facsimile of the futures you squat upon.

Even in the now, you resist being captured by sorcerous forces. While your flesh and soul and even your more esoteric aspects are no more resistant than that of any other man, grasping or influencing them in any manner but the conventional has its force blunted. Such blows struggle to reach you at all, as if scrabbling at the absence rather than gripping the presence.

[8CP]

Endless Hunger

It is said that the Witch King sold his father into slavery. It is said that he took his own mother as a wife. It is said that he mummified his siblings and made undead slaves of them.

Many things are said of the Witch King. These things are true.

So many people in the wastes hold themselves to standards, even when they tell themselves they do not. You remember an older truth. Inhumanity is a human truth, because humans are the ones to do it.

There is no act that will tear at your soul, break down your 'humanity,' or weaken your self control. Your soul is a fortress in all of its cruelty, and questions of corruption are meaningless. Ariok could not steal your humanity, nor could any other soul stealer, no matter how great. Any contest of the soul, any assertion of your own humanity is one where your performance is assured at the highest levels; you will never weaken or shake or falter. And if the question is one of *suppressing* humanity...

Well, you already know that that was never the real question, for there is no depths humanity will not gleefully sink to.

The only thing that can harm your soul is you willingly choosing to tear at it. Binding a demon requires such an act, and there are other moments that might also require such a cost. Worry not about recovering from such sacrifices, though. For you, ambition and the quest for power are always legitimate acts that ground you in your own humanity and help your soul recover and grow.

[12CP]

Flaw

Universal

Scarred

You bare the scars. They might or might not be physical, but they're no less real either way, and they create a distance that takes effort to cross. Casual social contact is harder for you, and you gain no benefit from Will to Power for casual interaction.

Such distance doesn't hold for closer ties; friends can see past your shell. But casual interaction is often how one forges close ties. Nor does it interfere with more businesslike or even hostile interaction. But the lack of ties and allies can leave you standing alone.

A second purchase means that even those who care and wish to see past your barriers struggle. It's no longer mere scars, some parts of you have died, and there is a lack of connection there. Your personality can only truly display itself through force.

[+ICP]

Flaw

Universal

Telltale

All sorcerers have telltales, marks of their sorcery. But yours are unusually obvious and clear. This price is simple. Your telltale is obvious and clear, like calligraphy, it draws the eye and announces itself. If you walk through a crowd, every person you pass will know a sorcerer walked past. At any town you visit, the guards will see the marks of your unnaturalness. Outside of being invisible, there's no way for anyone to miss that you're a sorcerer.

A second purchase means that even that might not be enough. While you're still capable of using magic to hide yourself, your telltale will still show up to show the presence of sorcery. They might not realize you were present, but they'll realize demonic influences were present. Likewise, your telltale will sling to vessels of your influence. Situations you're exerting power over or shaping, even from a distance, will show signs of your Telltale.

[+ICP]

Flaw

 Universal,
Forbidden:
Scientist
Wizard,
Science
Wizardry
Innumerate

Like most upon Marr'd, numbers you can't count on your fingers (and if pressed, toes) are meaningless chaos-you might not even reach ten before you switch to 'many.' More abstract ideas of mathematic are horrific to even contemplate and unknowable, never mind something like trying to get you to accept 'zero.'

[+ICP]

Flaw

 Universal,
Forbidden:
Dictionarist,
Tyrant
Illiterate

You are unlettered, having no ability to read or write. Quite common, even in Atlantis. They have machines and monsters and demons that can read and write for them, and so are no more likely to know the art than anyone else upon Marr'd.

[+ICP]

Flaw

Universal,

Unlucky in Love

A cruel curse. The world will lead you to love and fulfillment and help you reach it... and then work against you just as hard against every for storm and arrow thrown at that relationship. Whether in tragedy, betrayal, misunderstanding, or death... the world seeks to guarantee that your ability to connect and love another only ever leads to pain.

[+ICP]

Flaw

Universal,

Demon Haunted

The dead, they whisper. They also yell.

The demons of small, petty, forgotten things – a collapsed well, a child's lost toy, a name no one remembers – cling to you and mutter and plead and accuse. They're too weak to be useful, too persistent to be ignored, and too numerous to banish. They will interfere with concentration, disturb sleep, and occasionally reveal your position to things both mundane, and demonic.

A second purchase will mean they're strengthened in your presence. Just a margin, not enough to become useful, but enough to become annoying... and sometimes dangerous. They might manage enough presence to hide your belongings, they could whisper your secrets to passersby or weaknesses to enemies, they could interfere in rituals, or lead hostile forces to your camp while you sleep.

[+1CP]

Flaw

Universal,

Gullible

You listen to those you should not, and believe those you should not; your fast mind and deep lore do less to help you here than they should. This doesn't always mean you believe someone is *right* if you understand enough on the topic, but you're quite likely to accept that a demon trying to lead you into damnation was genuinely wrong, rather than trying to manipulate you.

[+2CP]

Flaw

Universal,

Parasitized

A demon has tainted you, gotten inside you. This isn't necessarily a Parasite demon, though it might be. But it has claimed a piece of you, and will not let go.

A piece of your starting demon has lodged inside you, and the border between you and it blurs. You experience flashes of its Desire as if they were your own while its Need is a starving hole in you that can never be filled. When you're tired or stressed or weakened, the line between your will and its blurs.

The demon doesn't control you, but it does influence you, and in a way impossible to completely cut yourself free from.

[+2CP]

Flaw

Universal

Unwanted

There is no one who would mourn you.

You enter this world without companions. You may not bring them with you, create new ones, nor bring any from this world with you. Your slaves will follow you, of course, but no peers.

[+3CP]

Flaw

Universal

Whipped by Marr'd

Marr'd will not celebrate any entrance, nor let anyone feel welcome. Your entry into this world was resisted as it tried to suffocate your existence. Lose all of your virtues that aren't of Marr'd. Only that which cannot be suffocated will stay with you.

[+3CP]

Type Category Entry

Flaw Universal **Bereft of History**

Marr'd is a world that is more lost than remembered. Why should what you love be spared? Loose all items from beyond this world, as well as the refuge of your 'house of wares.'

[+3CP]

Flaw Universal **Devilexicon**

Your fate is one that intersects the Devilexicon's.

The Devilexicon is a guide to the spirits of Marr'd, an occult tome of terrible power. People warn about the trappings of sorcery, as if they were the danger, rather than sorcerer itself, but the Devilexicon is no mere trapping. Whether it be demon itself, or something stranger, it wields power, and to read it is a contest for control and of the soul little different than binding the most terrible of demons. Men have been driven mad or become monsters after reading a handful of words.

Others have commanded monsters and committed them to the realization of atrocities.

One doesn't keep the Devilexicon, it travels with whom it wishes for a time, to fulfill its terrible purpose, and then vanishes. One common task is this; it needs mortal hands to write new entries into it detailing the demons and horrors and sorceries they have found or have witnessed. It is also functionally indestructible, and efforts to harm it are ill-fated.

Taking this does not necessarily mean you will be chosen as writer. Just that, again and again, you will share space with an unknowable force of occult chaos and corruption.

You may take this a second time. Doing so ties you to the Devilexicon in another way. It is a tome with a purpose. It is the herald of the end of Epoch. As it becomes more complete, it acts as a doomsday clock. Your meetings with it will not be mere happenstance as it goes about its unknowable tasks, but moments of occult significance and demons of meaning and power that push it wards completion.

How long it takes will be influenced by you and how you drive events forward, but assuming you don't actively work to live a peaceful life far from danger, or flee Marr'd entirely, it should not take more than seven years. Once it is 'full,' the end of the era will begin. The fullness of the event is hard to predict. Will Marr'd be saved, or destroyed? Abandoned, followed into death, or reinvested? You will have a part in all of this. But one thing is certain.

The jealous stars will descend and rain upon the world, and they will write in craters and in ash their wrath and disdain.

Only after the stars fall will your time in this world begin to count down.

[+3CP]

Flaw Atlantean **Secluded**

You are unused to real opposition or a world that will meaningfully test you. The chaos of real life weighs upon you. You're always a step behind, always on a back foot wherever new contests arise and you must girdle yourself. You're able to throw this off after a moment and find your feet, but this laxitude quickly reasserts itself.

You may buy this a second time. Not only will this greatly worsen how far you start out on the back foot, but it will take a real shakeup to make you throw off the weight of your paralyzing hesitancy. It will no longer just happen on its own as you get into events.

[+1CP]

Flaw

Dictionarist

Lame

You have a bad leg or otherwise crippled mobility. Moving can be hard and balance fights you, and you gain no benefit from Might Makes Right for those activities.

You may buy this a second time, making it much worse. But more importantly, moving around isn't just harder, but it becomes stressful and actively painful even with a cane. Perhaps you should invest in a palanquin?

[+1CP]

Flaw

Dictionarist

Doom

Like Oghma, you feel your doom coming.

There is a threat, something of danger and power and scale, and it is aimed where you will have to face it and not flee. It is a moment of destiny, or prophecy and significance. A potent and prepared trickster sorcerer could win the situation with his own death. Or he could be destroyed in another way, by fleeing once more and showing that there is nothing he truly values.

The only light is this; if overcome, the threat will not repeat. It can be won once and then be done.

[+2CP]

Flaw

King of
KingsArrogant

It often comes with the territory, but like many sorcerers you possess a self-confidence that tends to blind you to a reality that isn't always willing to submit to your desires. It's easy for you to miss or dismiss details in your confidence.

You may buy this a second time. Not only will you become significantly more blinded by your towering ego, but you'll struggle to accept any setback, since your victories are so obviously predestined. Failure will lash you to break the world into accepting your glory.

[+2CP]

Flaw

King of
KingsHoly Covenant

You have promises you hold sacred. Duties you have taken upon yourself that you will not ignore.

To break them would wound who you are, the same way a great act of evil might, and no Virtue will shelter you from these consequences. The oath should be one in line with your Cosmogram, your nature in this world. And it must be something that could meaningfully constrain your actions.

You may take this flaw a second time. If you do, you will have two great covenants. And, at least once, at the worst possible time, they will conflict.

[+2CP]

Flaw

Sorcerer

Prices Unpaid

There are costs that matter. You owe one. Not a petty one, but one with actual significance. Enough that the world notices.

Those who know of it can leverage it against you, and the creditor has a legitimate grievance that sorcerous forces will recognize. Until you have paid the price in full, your bindings and pacts are slightly weakened; the cosmos knows your credit is bad and your mystical foots is upon an unstable surface.

[+2CP]

Flaw

Sorcerer

Cynical

You struggle to believe in humanity. Other people, yes. But even your own feels thin and false. You simply struggle to not undermine even your own soul. You don't receive the starting steps up from 'Your Soul to Keep' and no virtue will shield you from humanity loss from actions you perform or experiences that break you down.

You may buy this a second time, if your soul is truly riddled with dry rot.

[+3CP]

Flaw

Tyrant

Paranoid

You are sure there are plots against you and enemies sniffing about. You trust in nothing. Any time you aren't actively being attacked, you are haunted and distracted by your suspicions and fears.

You may buy this a second time. Not only will this greatly ramp up the amount of stress you're constantly under as your suspicions and fears multiply, but you'll find that you can't even pretend to trust anyone or anything. Only those compelled to obey can be trusted, only so far as their chains and leashes can force them to be compliant.

[+2CP]

Flaw

Inhuman

Half-Gray

The grays are strange spindly dwarf creatures. Asexual, seemingly intelligent but mute, they work without rest. Once every 10,000 years, a ark piloted by some rogue Atlanteans comes to Marr'd and sells lots of them for costs that even blood drenched, demon-haunted Marr'd finds horrific.

They work hard and unquestioningly right up to the point they're pushed too far. Then they rebel swiftly, brutally, and soundlessly. They are both the lowlist, and some of the most valuable, slaves upon Marr'd.

None know where the Half-Grays come from. Humans and grays are not of the same strain of life, and how grays reproduce to keep up their own stock is already a mystery. Some believe they arise spontaneously at the end of Gray Rebellions, rising from the mixed human and gray remains. Others say the grays will take matter they recover from humans and use it how they use their own matter to fashion a child.

Whatever the truth, Graybloods exist. You might be half-gray even if you don't take this; this means your grayblood nature marks you.

There is a quiet to you from a heritage that communicates on a level less expressive than speech, one that leaves you alienated and interferes with empathy.

There is a look to you that marks your heritage and makes many see you as a slave.

There are instincts to find a place in a hierarchy and a master to serve. Yet another part of you rages and murderously rebels against that instinct. The conflict between these rages, and the conflict pushes you towards violently bipolar behavior as you switch from trying to be helpful, to wanting to punish anyone who used you.

[+2CP]

Notes

What is this? It's a jump-document for The Dictionary of Mu. But what is The Dictionary of Mu?

It is a Third Party Supplement written for The Sorcerer RPG, and is a rather unique setting. It is Sword and Sorcery of a dark flavor (though I suppose I repeat myself. The Sorcerer RPG really is made to do one thing - dark stories where you're wrestling with the cost of power and how it destroys your humanity. The Demons may be literal, but they're also metaphors, and openly so).

I would give links to resources on the RPG, but outside of pointing you at the pages where you might buy it, there isn't a lot. It was always more for the message boards than the more modern internet. And discussion of the Dictionary of Mu is even rarer. You now can buy it on [itch.io](https://juddkarlmangmailcom.itch.io/dictionary-of-mu) - <https://juddkarlmangmailcom.itch.io/dictionary-of-mu>

But that doesn't tell you what the setting is. And that's genuinely hard to do, because on some level it's a very unfinished setting, but intentionally so. The Dictionary of Mu takes the form of a Dictionary.

- A page for the table of contents (that doesn't have much of the contents). Done 'in character.'
- Two pages for a forward (though only one used - it's intended to be a physical book, where you see two pages at a time, and so one page was lost for stylistic reasons). Again, done in character.
- One hundred and thirty two pages of entries. You can take off twenty four of them, as the in-universe 'author' introduces each letter on a page and talks about that letter a bit. Mixed in with these in-universe entries are bits of game information - the stats for important characters and demons, almost exclusively, all nicely boxed up to show they aren't part of the 'actual' text, but everything else is written in character.
 - ◆ The fact the Marr'd is Mars, that it was terriformed long ago, that the gods they sometimes talk about were the warships fighting each other, that Marr'd is probably dying from the fallout of that ancient conflict, that Urt is Earth and Lun is Luna, that they live in the shadow of the wreckage they made from their world... The in-universe author knows none of this, so the reader must tease it out by implication, and because the entries are by letter rather than relevance, they must do so asynchronously as they absorb information entry by entry.
 - ◆ These entries are in alphabetical order. That means that if something *should* be introduced first, but it starts with an 'm,' and something should be introduced last, but it starts a 'b,' the b term happens first. And you had better remember it by the time you get to m. Things are constantly introduced too soon, too late, or out of context.
- Finally, twenty three pages of Appendixes, where the actual author finally drops the in-character voice and presentation. This includes some information that was presented before, but needs repeating so that you don't have to crawl through in-character information to find it, as well as optional rules and character options.

When I decided to make a jumpchain for this setting, I knew that copying this style was... well, suboptimal. It's less readable, and ironically less organized than a normal jump document. Yet I couldn't imagine writing it any other way. It is how the source was written, how could I make mine more inviting?

Demons

Even if you don't buy a demon, you'll still start with one (unless you took Scientist Wizard, in which case you start with some piece of artifice instead) as a sorcerer. It will be one of middling power, and have none of the advantages one bought with CP will have, and it won't come with you on your journey. Though, of course, you can always just summon another one.

Sorcery

Use common sense for how this will work against the spirits of future worlds. If something can be bound by its name in the world, then you can do the same using your sorcerous arts. If it can be banished, you can banish it, but you might need extra steps. You probably can't do either to a goblin, unless you're in a world where a goblin is a kind of fairy.

Gratis

If something is provided Gratis to an origin, you only can claim it once, and further purchases are not discounted.

CP→CP

1 Counted Potential is 50 Choice Points, for future reference. For example, every 200 choice points invested will grant you another Debased Groom slot.

An Interesting Contest and Monuments to Folly

These are just Sorcerer rules as perks. Sorcerer holds that nothing unopposed is worth caring about. You never make a roll if there isn't some actor with an opinion who would disagree and can leverage that disagreement into opposition - you only roll to jump over a fence if someone on the other side might try and interfere. All rolls are opposed rolls, there is nothing that has a fixed difficulty

This sometimes has odd mechanical implications; if a sin is bad enough that your humanity would tear and there isn't a demon on the other side, you roll your humanity against itself as an opposed roll, despite how silly that can be. And if you do something that *will* be contested like set up a containment circle to hold a demon, you actually don't roll until the demon is summoned, even though you did the containment first. It didn't matter until it was contested.

An Interesting Contest is weaker than that, because that can rapidly spin out of control, but so long as you stay reasonable, you can play by Sorcerer rules.

Monuments to Folly is also just standard Sorcerer rules. Success (and failure) carries through. If something is part of a series of actions, each action helps (or hinders, though as a Perk I'm not enforcing that) the next. You don't normally have a situation where it's weakest link, or a pass/fail gate, but one roll impacting the next to a building momentum that decides the final result. Since this isn't a table, I put on some guard rails, and since it's a perk you're paying for, I only enforced that when it's to your advantage, but it's just sorcerer rules.

One to Nine?

Why do I keep using a 1 to 9 scale for attributes? Sorcerer doesn't have a firm scale; honestly, it barely acknowledges scales at all. But mechanically, characters functionally exist on that scale. New characters are built on 10 points, divided across three attributes, while non sorcerer/non-demons only have two attributes. That means the highest a sorcerer can start out in any attribute is 8 (and that's extremely rare). Since Sorcerer is built on unreliably advancement, attributes rarely go past this scale.

Arguably, even when they should-a product of the narrative nature of the ruleset.

Humanity

Why is average humanity higher than the other attributes? Narratively, because non sorcerers start out less broken than sorcerers. Mechanically, on an rpg level, an average person is built on 10 points, divided across Will, Stamina, and Lore, and non sorcerers don't have Lore. Humanity starts out at the higher of Stamina and Will, though after play begins it moves independently. That said, most people will have degraded their humanity at least a little.

On the flipside, depleting your humanity is actually harder in Dictionary of Mu than in normal sorcerer, so arguably humanity should be higher. Most GMs won't be making their random NPCs with humanity higher than 5. So 4-5 is average, with sorcerers pulling down the average.

Nines

In addition to ape people, there are cat people, called Nines. There is no mechanical advantage to being a Nines, unlike an Apeman whose strength is literally inhuman. As such, there is no cost associated with the decision.

Nimrote

Why no origin for the hunter? Honestly, because while he's arguably more interesting when you notice some of the details -

(His traits include 'Gray-Blooded', and while we only have hints about the Grays, but upon Marr'd they're largely the most cruelly treated slaves, and the only other half-gray we hear about is also a badly abused slave.

Then he has 'Never Shackled Again', which is self descriptive.

And then he has 'Blood of the Old Ones' which means you're a descendent of the long dead Cydonians... who largely get enslaved for the shadows of lore they hold and then often get sacrificed when they're used up.)

- but in the end his perk-line was going to share 'Terrible Guardians' (really, you can see it in the description), and then there's the fact that he's even more hilariously evil than The Witch King, such that he would need a perk similar to Endless Hunger for a capstone. Not the same, because he doesn't seem to be after power, but similar. Or worse? The humanity rule for the setting means that he should be *constantly* losing humanity, even more than the Witch King. He literally has to be condemning something to extinction every couple weeks to feed his demons hunger... and he pretty explicitly gets off on that.

So I ended up cutting him. Some of it was a lack of inspiration, but some of it is that he wasn't shaping up to have his own distinct perks. Same reason the Khan didn't get a write up.

Dragons

They're the ghosts of dinosaurs. Dragons don't really have a 'this kind of dinosaur in specific' thing going on, they're ever changing lizard/serpent monsters. They mix and match, so they can be on the wing one day by channeling their pterosaur one day and then become a behemoth upon the land by channeling their Tyrannosaurus Rex the next. If there were still oceans, they could become great sea serpents by taking on the aspect of the Mosasaurus too.

That isn't to say they actually turn into those specific dinosaurs. They are protean chimeras of 'everything dinosaur.' They watched their corpses be turned into technology, then that civilization fell. Their bones were brought to Marr'd, presumably by sorcerers who wanted to harness their demons, only for those civilizations to fall in turn. They gluttoned on the terrible wisdom of watching age after age be destroyed by falling stars, and they can teach many secrets, but their demands as demons is to wreck ruin upon civilization.

The Dragon's Blood example relic is just crude oil. The stuff is strange and far nastier than the black tar it's usually presented as in the media, and is completely worth being an eldritch weapon of horror.

Debased Pelf vs Holy City

Debased Pelf is a lot of wealth, enough to warp economies for a while if you spend it all at once. Holy city is an economic black hole that can warp the destiny of a world to serve your cause, provides access to resources from past worlds *and* from your current world.

Terrible Guardians vs Blood of the Old Ones

Blood of the Old Ones is talent at a learnable skill, if one that's mostly lost and secret. Terrible Guardians is the ability to break the rules a little bit around what you can do, and do it with consistency and easy to raise and fuel demon armies.

Pacts and Hypnosis

These both show up in the Sorcery and Sword supplement. They aren't part of the 'default' sorcerer toolkit, but they made sense for perks. You can eventually learn pacts on your own, but the perk makes you permanently better at them. Hypnosis on the other hand simply won't exist if you don't buy it; buying it means it's part of the 'sorcery toolkit' and you can teach it to anyone else able to practice Sorcerer Sorcery. If a companion buys it, and you don't, they get it and *can't* teach it.

Sorcery and Sword also introduced...

Necromancy

If you're wondering if Necromancy gets as silly as it sounds, the answer is yes. Necromancy can, in the fullness of time, get up to what is by Sorcerer rules just *silly* numbers of dice. The Lich Leopold in The Sorcerer's Soul had a token with 22 *dice* which he used in place of having a Power attribute as a demon. Necromancy is built to snowball; it is intended to create One-Ring situations where either you're trying to deny your enemy his token. Or to be the capstone magic for the villain of the piece to change the world in some big way, and the hero has to keep the token from being made. . Or for more villainous characters, to force them to protect their own token.

That tokens can only be used 'appropriately,' that access to them can be denied, and that they can be destroyed if physical or interfered with if not? These are the key limitations of necromancy. I'm not going to put some rule in place that a Jumper can't come up with a way of perfectly protecting their Tokens - there are plenty of cross jump infinite combos, and if you're after one, there are lower hanging fruits than this. But nothing in *this* jump can perfectly hold a token in a way that is truly safe and protected.

Yes, you could practice necromancy with greater safety with Endless Hunger, since a lot of the ways necromancy destroys you would be countered by it. At that point you've gone all in on going full dark lord. Also, as mentioned, Necromancy draws its strength from the snuffing of humanity driven by murder, but it's fueled by all the humanity lost - the loss of humanity because there's one less person in the world, but also the loss of humanity the Necromancer suffers. It's nothing like 'balance', but the fact you're not losing humanity will make you marginally worse as a necromancer.

I have made two changes to the rules, to limit necromancy. By default, a Token can be used for anything you can justify, with a valid 'something else' being boost by default, but an undead army was given as an example of something you might be doing (though also noted to not actually be truly Sword and Sorcery, but more High Fantasy). But the only limit was what you could argue your GM into accepting. I made it so that the token was limited in its actions.

Second, I introduced 'items are easier than circumstances, are easier than actions,' since you can lose Items easily, or Circumstances with a bit more work, but Actions are going to be hard to lose. Again, it was about what worked for your GM, and also that Necromancy is supposed to sort of spiral out of control and either end the campaign with you winning with the power it grants... or end the campaign because you pushed too hard and burnt down your humanity and lost by default.

It's worthwhile to note that, if you're wanting to turn yourself into a lich, you want to balance the power of your token. Your token will try to burn down your body and grind away your spirit as you pass into Lichhood. Overcoming it can strengthen the body and reinforce will... and losing can weaken them. But your power is also tied to the power of your token, and it's harder to add power to a token than it is to create a powerful token. So it's a balancing act.

Necromancy can also, explicitly, be used to set up your own future resurrection-think Castlevania II or Link II or BloodRayne-usually set up by using your own death as the token. Once you're resurrected, that unmakes the token, since the death used as its foundation is undone. You can, 100%, do this with necromancy. But Necromancy does not have a built in effect that stops you from losing your Chain on death. You can go get that yourself.

New Paper Ink

Marr'd is Mars, It has a surface area of 55,742,106 miles. Earth has a surface area of 196,936,994 miles. And Marr'd is way less populated than Earth, with fewer cities, and even the greatest cities of Marr'd would vanish into earths.

Nw Paper Ink has real reach, but it must make concessions for Mars, only targeting 'major' population centers. It will seem less impressive on more populated worlds. That said, you can still spread a scree across a vast area.

Sorcerer Lord

If you wanted to turn this into 'game terms,' take what you would roll. Divide it by three. Add that many 'perfect' rolls to the result before a contest even starts. If you had a lore of 6, and were rolling d10s, you would add two 10s to a Contact roll before you bothered rolling dice.

In less mechanical terms, in any contest of magic, if someone doesn't bring their A-game or is vastly more powerful than you, you can expect to win.

Endless Hunger

It's promise of performance for soul contests basically just means you will always roll 'all tens.' Assuming you were rolling d10s. Or all ones for a roll you want to fail, as you sometimes do with humanity rolls where your own humanity opposes you. It doesn't mean your soul can wrestle down Nyarthotep in a future jump.

Arcadia

We don't know much about Arcadia and the Arcadians outside of the fact everyone is batshit scared of them, they seem incomprehensible, they might literally have knowledge of science-wizardry in their blood, and like Atlantis they seem unconcerned with the dying of Marr'd. They're the one group that Oghma wrote that

he was too frightened of to talk more about beyond the fact that he's too frightened to speak of them. I didn't include any options for them because they're one of the greatest holes in the setting.

Nefaleem

The children of 'gods,' the nefaleem are 'no better than demons' and are 'spoiled brats' who sek out Battlehymn. They can be pacted, but you have to make a deal rather than forcing a binding on them. Other than that, we know nothing of them.

Whether they actually are as terrible as demons, or Oghma just doesn't like them, we don't know.