



RIGHT HAND PATH

A Storytelling RPG of Magick Most Strange

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It is a dark age. Humanity struggles against a tide of destiny and circumstance, pit against an unthinking world. For so many, this battle is all there is: a one-sided conflict in which we mere folk wield sticks and stones and the impassable fates wield blades and muskets. When viewed as such, it may well seem unfair.

But not for the Magician.

The Magician, you see, stands outside of this paradigm. It is their place to challenge the cosmic order, to be the spearhead thrust into the belly of the world-serpent. They elevate; they inspire; they destroy.

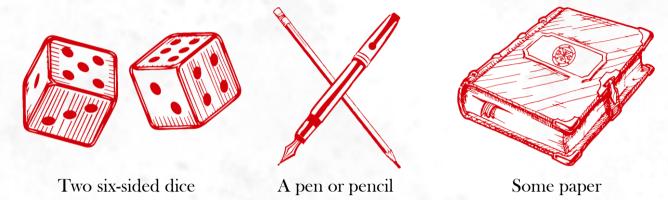
You are one such Magician. Though fledgling when compared to those that preceded you, your gifts for magick can shake the very earth and shatter the skies, should you so wish. This is a story of magick, and how it is used to uplift the lives of those it touches. This is the story of how you came to be the Magician.

The Right Hand Path is a storytelling RPG for two players. One player will take on the role of the Magician, a neophyte sorcerer navigating the world of the occult, accruing power and mystique and facing down challenges. The other player, in turn, will act as the World, generating obstacles and threats for the Magician to overcome.

Over the course of the game, the Magician will create a grimoire, tame a familiar spirit, construct their Tower, and remake themselves and their allies as a god. Similarly, the World will develop manifold dangers, manipulating the winds of fate and producing unearthly augurs to guide or mislead the Magician in their quest.

How to Play

To play, you will need:



To begin, the Magician will need to allocate their 5 sorcery points between their three main skills: Psyche, Legerity, and Materiality. The Magician will have 5 points to allocate between these three skills, and each skill is associated with a variety of actions and abilities that the Magician will use throughout their journey.

Next, the Magician will need to work out where their Tower will be located. The different Tower locations (outlined on pages 9 and 10) will determine what resources the Magician starts the game with.

Before gameplay begins, the World will roll 1d6 four times to work out what obstacles and events the Magician will encounter in their first year. Each event will represent a full **season**, and may prove either positive or negative. This will be repeated at the start of each year.

In order to overcome the obstacles you will face each season, you may use a variety of **moves**. The success of these moves is based on the relevant skill, and these moves may be used to gather more resources, fend off foes, or engage with your environment. At the end of each season, the Magician will gain access to a new spell.

At the end of the Magician's first year, they will encounter a **Familiar** that will aid them. Each familiar possesses certain abilities, and will provide the Magician new ways to interact with the World.

Gameplay can be repeated as many times as players like, but every three years a **Tower Event** will occur. These events, which will be generated according to the area in which the Magician's Tower was first founded, will be more challenging than the standard events players will face elsewhere in the game.

The ultimate goal of *The Right Hand Path* is to accrue power and survive as a Magician for more than three years. A Magician will perish when all of their key resources (**Prestige**, **Gold**, and **Morale**) have been depleted.

Gameplay can be extended indefinitely beyond the first three years, with **Tower Events** occurring periodically to provide a challenge for the Magician.

Resources

The main thrust of gameplay in the *Right Hand Path* involves gathering and managing three resources: **Prestige, Gold, and Morale.** These resources are gathered as a reward for overcoming obstacles, fulfilling certain criteria, and using certain Boon items, and are used to cast certain spells. The game ends when the Magician runs out of all three resources, and there are penalties for running out of each resource.

Prestige

Prestige represents the fame - or infamy - a Magician accrues. Prestige is earned through flashy or impressive displays of magick and acts as a tally of how admired, respected, or feared the Magician is. Prestige is spent when casting spells that call your mercy and grace into question.



Gold

Gold is the material wealth a Magician has gathered through their work. The flow of capital matters little to a powerful Magician, but it is nonetheless vital if they want to remain clothed and fed.

Morale

Morale refers to the willpower and mood of the Magician. The Magician gathers Morale through acts of affirmation and acclaim, and loses Morale when disheartened and dismayed. Morale is spent when casting spells that exhaust and distress you.



Conflict

The life of a Magician is rife with trials and tribulations. While rare, this may take the form of outright combat - be it in the form of a Magician's duel, a battle with a daemonic entity, or a fierce debate with one who challenges your sovereignty. For an idea of the kinds of foes the Magician might face, take a look at the Adversary table on page 35, or at the pre-made Adversaries listed in the Bestiary.

Conflict takes place through a series of turns. Unless said conflict is initiated by the Magician, the World will always take the first turn. Each turn of conflict can consist of a maximum of **ONE ACTION**, **SPELL**, **FAMILIAR ABILITY**, or **BOON ACTIVATION**. A turn takes as long as it needs to.

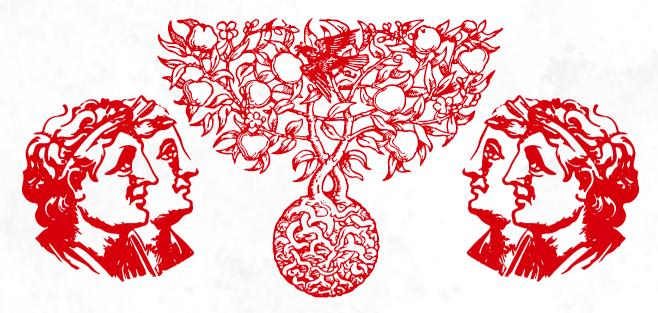
Turns are not exclusively combative; the Magician may spend their turn travelling, influencing a character's decisions, healing the sick, or investigating a mysterious occurrence. Most conflicts are best resolved through wiles, cunning, and comradery.

An Example of Magical Conflict

Let us consider a battle with a denizen of the faery world. Such beings cannot be killed, for their life is tied to the earth itself: therefore, the Magician's Adversary must be incapacitated.

The cunning Magician may wish to spend their turn casting a spell that causes vines to sprout from the earth. They roll a hex move and, if successful, vines will wrap themselves around the Adversary. The Adversary may then spend its turn attempting to break free from their bondage. If it is successful, the Magician must devise another way to trap or banish their foe; if the Adversary fails to break its bonds, the Magician may spend their next turn fortifying their hex to make the spell permanent.





Advice for playing the World

The role of the World is not inherently antagonistic. The World is part of the storytelling experience, rewarding brilliance and punishing failure accordingly, and while their word is the law, that law need not be heavy-handed.

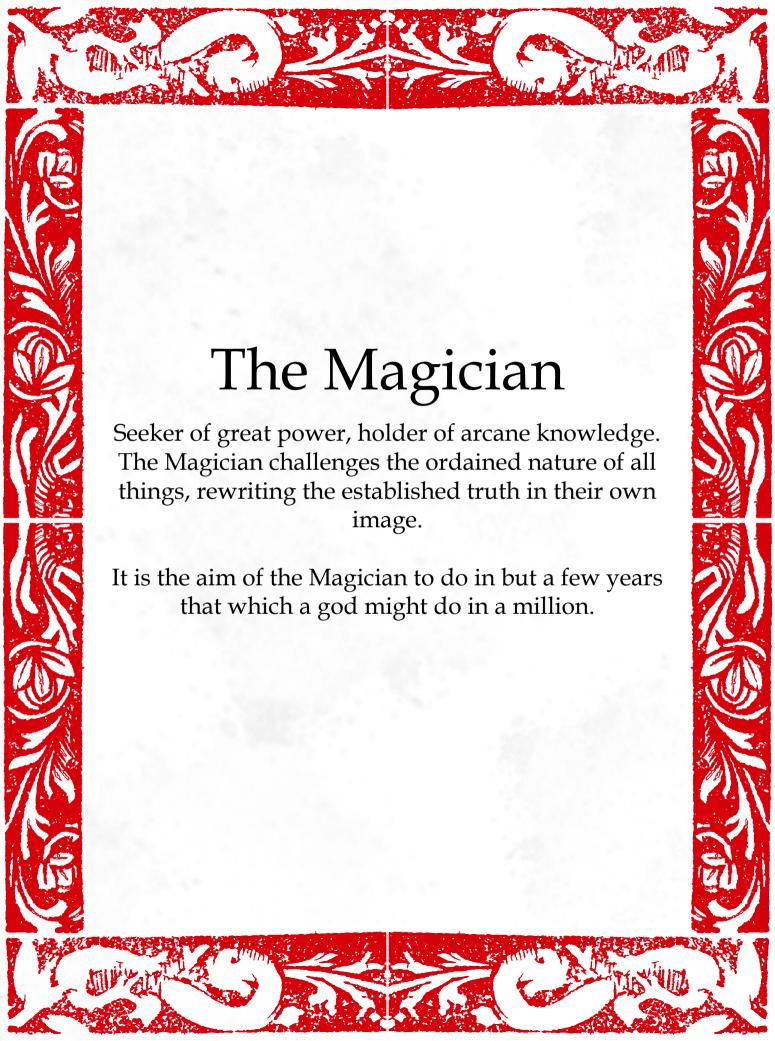
When it comes to rewarding or punishing the Magician, additional resources or treasures may be given or taken beyond solely what is mentioned in the rulebook. Should the Magician successfully cure a child of a persistent sickness, the child's parents may give a modest 20 Gold to the Magician as thanks. However, if the child succumbs to the sickness the Magician's reputation is subsequently damaged, and they lose 20 Prestige.

It's also worth remembering that the flavour-text in this book is primarily there to guide you. This RPG borrows heavily from Western European magical and alchemical traditions, but there is also room to introduce your own interests and culture to gameplay.

Advice for playing the Magician

The Magician's attitude, demeanor, and behaviour are yours to choose from, and the way they interact with characters and accumulate resources is open to interpretation. The Prestige you gather might be through ferocity or kindness; the Morale you bolster yourself with might be arrogance or self-affirmation.

This RPG also offers you opportunities to think outside of the box. Just as is the case in folklore, certain spells and items have a slight vagueness to their definition, so you'll find a little cunning will go a long way - A blast of fire might burn a foe, melt a door, dazzle bystanders, or clear a forest path. The way you navigate this game is between you and the World.



Skills and Actions

Much of what your Magician can do comes down to their **Psyche**, **Legerity**, and **Materiality** skills. When designing your character, you have **5 points** to split however you like between these skills. These skills mostly come into play whenever you take an **action** on your turn.

To determine your scores when performing an action, you will roll 2d6 plus the number of points you've placed in the relevant skill. For example, if you rolled a 7 on a Persuade action and you had a Psyche of 2, your total roll would be 9.

While different actions have different success thresholds, any roll that amounts to 4 or lower is classed as a failed action. When this happens, the World may devise a suitable penalty – for example, failing to contain a wandering spirit may double the damage it causes, whereas failing to entertain your peers shall leave you looking merry fool. Further ailments and penalties may be found on page 28 of the rulebook.

Psyche

Psyche determines your empathy, intelligence, imagination, and command of rhetoric. Magicians with a high Psyche possess an encyclopedic knowledge of their world,

and their magick revolves around trickery and subterfuge. The success of the following actions is determined by Psyche:

- **Bewitch.** Cast one Enchantment spell that you have access to.
- Comprehend. A Magician must be well-versed in many disciplines. Roll higher than an 8 to determine an object's purpose, or the true meaning of an unknown text.
- **Study.** Fortify your mind and soul. Add 2d6 + Psyche's worth of Morale to your resources.
- **Persuade.** Bend the wills and charm the minds of your fellows. Roll higher than a 7 to influence an NPC's decision.
- Ascertain. Look into the hearts and minds of those around you. Roll higher than a 10 to determine a being's intent, motivation, powers, or weaknesses.

Legerity

Legerity refers to your dexterity, ingenuity, agility, and reaction speed. Magicians with a high Legerity are unparalleled duelists, capable of outpacing their peers and spotting hidden details on the fly. The following actions are determined by Legerity:

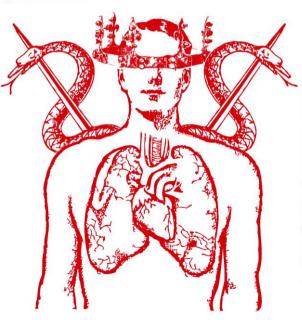
- **Hex.** Cast one Hex spell that you have access to.
- **Investigate.** Search your surroundings for helpful resources, clues, or hints.
- Dazzle. Roll higher than a 7 when interacting with a lay-person and 12 when interacting with another magical being to impress them, gaining 2d6+Legerity's worth of Prestige.
- Locate. Roll higher than a 7 to track an object or being's trajectory or whereabouts.
- Create. Bridge the gap between body and mind, and use both to devise something magnificent. This can be a ritual component (7 or lower) or a Boon (12 or higher).



Materiality

Materiality represents your physical, magical, and interpersonal presence. Magicians with a high Materiality are robust, virile, and charismatic, capable of manipulating the forces of nature on a whim. The following skills are associated with Materiality:

- Transmute. Cast one Transmutation spell that you have access to.
- Exorcise. Rid the world of wickedness. Roll higher than a 10 to remove a curse and restore prosperity.
- Labour. There's no shame in getting your hands dirty. Add 2d6 + Materiality's worth of Gold to your resources.
- Exercise. Render your body as a finetuned machine. Roll higher than a 7 to successfully lift, jump, run, or dodge.
- Heal Use your knowledge to help those who are hurt, sick, or poisoned.
 Roll higher than a 7 to cure any nonmagical ailments.



The Tower

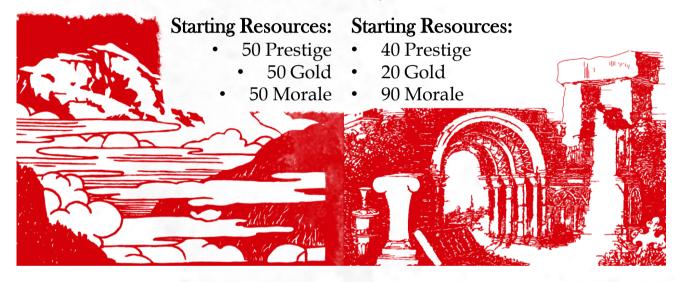
Magicians construct their Towers instinctively, just as a caterpillar constructs a cocoon. A Magician's Tower is their base of operation, an imposing silhouette on the horizon that represents their growing power and prestige. The location of your Tower will determine the resources you will begin the game with, as well as the sorts of obstacles you are to face. Choose one of the below locations to build your Tower.

The Mountain

Clouds sail by as your Tower scrapes the very heavens. Here the air you breathe and the words you speak freeze upon passing your lips. Who knows what could lurk amidst the bones of this cold earth?

The Forest

An ancient place, shrouded by a dense canopy of leaves and steeped in mystery. No humans would live this far from civilisation, but you are no mere human, are you?



The City

The civilized world, where the flow of bodies and commerce resemble the scurrying of ants. Their little lives are baffling, but there is power in their joint voices, in the thunder of their endless footsteps.



The Water

Looming over the churning sea, the crashing of surf against stone. The smell of salty air does good for the soul, though when the tide recedes strange shapes may be seen moving amongst the waves.

Starting Resources:

- 20 Prestige
- 50 Gold
- 80 Morale

The Wasteland

Barren, blasted earth baked a deep, primal red by the heat of the sun. The circling buzzards paint sigils against the white sky. From this grim land, a fertile garden shall grow.

Starting Resources:

- 90 Prestige
- 50 Gold
- 10 Morale

The Soil

An inversion, a Tower that plunges into the earth, beginning at the surface and growing down. Twisting ink-black tunnels spiral downward into an unknowable abyss. As above, so below.

Starting Resources:

- 40 Prestige
- 80 Gold
- 30 Morale

Venturing Forth

Certain events may occur throughout the year that will force you from your Tower. These Expeditions will see you travel to distant lands, consort with strange and exotic beings, and uncover new mysteries.



When the time comes to undertake an Expedition, the World will outline your destination and may allude to the benefits you are set to reap should you travel there. The World will then generate a variety of encounters that you will come across during your Expedition. You may want to outline any trinkets, ritual components, or Boons you plan on taking with you on your Expedition, as you will be away from your Tower and unable to rely on the resources you have stockpiled.

Spellcasting and Spells

As you grow in power, so too does your arsenal. Each spell is numbered. At the beginning of each season, you may roll 2d6 and add either an Enchantment, Hex, or Transmutation to your grimoire. If it is a spell you already possess, you may either roll again, or choose to **specialise** in the spell, which will give you +2 to any rolls or bonuses it involves. You can only specialise in a spell once.

Certain spells possess the **Free Cast** tag, meaning they can be cast as often as the Magician wishes so long as they succeed on the requisite roll. Other spells have requirements, such as **resource costs** or **ritual components**. These spells do not need to be rolled for, but attempting to cast them without the required resources or components will cause the spell to fail and the Magician to waste a turn. Casting the same spell twice in succession **fortifies** its effects, making them harder to break.

Enchantment

Beloved by faery folk, Enchantment spells are those that bewitch the mind and overwrite the senses. Clever and tricksy, they are a vital part of any Magician's arsenal.

Apportation - Costs 5 Morale

- A simple, flashy trick: The Magician disappears from one spot and reappears within their line of sight in a cloud of smoke and light. Immensely impressive; While in the company of anyone who witnessed this spell, you gain +1 to your next Persuade roll.
- Beguile Free Cast
 A Magician laces their words with magick, becoming irresistible to those that hear them. Gain +2 to all Persuade rolls until the end of the season.

Second Sight - Free Cast

- The Magician's eyes peer into a secondary realm, one of thought and emotion. For one turn, the Magician can sense invisible beings, as well as the intents, powers, or weaknesses of those around them. Some magical beings may have ways of obfuscating this effect.
- Psychometry Free Cast
 The Magician is able to determine an object's recent history simply by touching it.
- Disappear Ritual

 The Magician takes on the tricksy nature of the fair folk and vanishes from view, becoming invisible to all non-magical beings for one turn. This spell requires a ritual involving a vial of goblin blood.

Remote Viewing - Costs 5 Morale

The Magician is able to briefly possess the mind of a small creature – a field mouse, a moth, a minnow. For one season – or until the Magician ends the spell – the Magician may guide the creature's actions and see the world through its eyes.

Savoir Faire - Costs 10 Morale The Magician's mind and body become a work

The Magician's mind and body become a work of art, elegant and magnificent. You gain a +5 bonus to the next action you take.

Divination - Ritual

The Magician pierces the veil of time and gazes into the future. The World chooses one future seasonal event and tells the Magician what to expect in five words or less. This ritual requires a deck of cards, or a pack of bones with sigils inscribed upon them.

Befuddle - Costs 5 Prestige

The Magician clouds the mind of their foe, making them foolish and unruly. The target of this Enchantment must make its next action at any target other than the Magician casting this spell.

Slumber - Ritual

The Magician utters a hushed spell that lulls the waking mind. One target of the Magician's choice falls into a deep slumber until the start of the next season, at which point they continue their actions as normal. Faeries and spirits are immune to such trickery. This ritual requires a pinch of sand, enchanted by moonlight before the spell is cast.

Trick of the Light - Costs 10 Gold

The Magician produces a shiny trinket, a doodad, a distracting bauble, and hides it somewhere within reach. The trinket is infuriatingly distracting, causing an Adversary to waste their turn seeking for it. Lesser faeries, such as goblins and hobs, will waste two turns seeking this tricksy treasure.





Hex

A Hex is any spell that effects the circumstances in which the Magician finds themselves. Hexes are often employed to gain a tactical advantage in a magical duel, and they require a swift mind and quick reflexes to be used effectively.

Synchronicity - Ritual

- The Magician blesses themselves or another being with fair fortune for one season. During this time, any Expeditions made by the target will not be unhampered by slights, reducing the number of encounters by 3. To cast this spell, an upwards horseshoe is required.
- Proxy Costs 10 Morale

 The Magician can create a perfect mindless doppelganger of themselves that will suffer in their place for one season.
- Corruption Costs 5 Prestige

 Through alchemical means, the Magician turns any liquid into a foul poison that leaves the drinker sickly.
- Blight Costs 20 Prestige
 Used to deadly effect against lay-folk. Blight causes crops to fail, livestock to perish, and milk to spoil for one season.

A Curse of Crows - Ritual

The Magician speaks a foul word to the air, calling down a murder of crows that relentlessly harangue their Adversary. For one full season, the target is plagued by endless squawking and ceaseless bird shit, and they have a -5 to all actions made during this time. This ritual requires two eyes taken from an infant cow.

Ill Fortune - Ritual

The Magician bestows sorrow and misery upon the target. The first action the target takes against the Magician automatically fails, and they have -2 to all actions for one day. This ritual requires a mirror and a lock of the target's hair. The mirror breaks upon the spell's casting.

Protection From the Evil Eye - Costs 10 Morale

The Magician's spirit hardens into black glass, forming a magical mirror against wickedness. For one season, no spell cast against the Magician can take hold, including those cast by the Magician.

Snag - Free Cast The Magician conjures a spectral trap that only they and their Familiar can see. Any creature that wanders into this trap is left immobile until the start of their next turn.

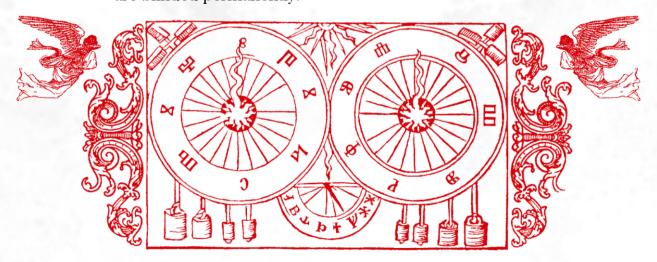
Spark - Free Cast

A quick, startling flash of ball lightning darts from the Magician's fingertips. If the target is a lay-person or a coward, they are frightened by this spell.

The Seven Sigils of Solomon - Costs 49 Gold The Magician casts out seven lots of seven coins which transform into seven glimmering, ephemeral sigils. The boundary created by these sigils cannot be breached by any spirit or faery for one season.

Damn Your Eyes - Costs 15 Prestige

The Magician, in their rage, casts a spiteful mote into the eye of their Adversary. The target must roll 2d6. If they roll a 6 or higher, they are blinded until the start of the Magician's next turn. If they roll a 3, 4 or 5, they are blinded until the start of the next season. If they roll a 2, they are blinded permanently.



Transmutation

Transmutation magick involves the manipulation of the physical world. Transmutation spells are more elaborate than other forms of magick, and their uses are more varied and tangible.

Purify - Ritual

The Magician produces a powder that neutralises poisons and diseases present in any liquid. To create this powder, the Magician must acquire an incredibly rare unicorn's horn.

Sturdiness - Ritual

An alchemical conversion of flesh into stone. For a maximum of one season, the Magician transforms part of themselves to become impenetrable, granting them +3 to Materiality rolls. This spell requires a ritual involving crushed diamonds.

Immobility - Free Cast

The Magician imbues an item with incredible weight, rendering it immovable for one season, even to the Magician. If the Magician wishes to move the item before the spell is broken, they must succeed on a Exercise roll.

Cloudburst - Ritual

The Magician raises their hands and calls upon elemental spirits to change the very weather, causing storm clouds to blossom or wither. To perform this spell, a ritual must be undertaken involving a blue crystal ball and a lightning rod.

Splendid Growth - Free Cast

The Magician channels their magick into the very soil, causing crops to grow rapidly. This spell can be performed multiple times on the same plant, causing even the humble daisy to grow to the size of a conifer.

Mould - Ritual

The Magician takes an object of any material in their hands and becomes able to work and mould it as though it were wet clay. This spell requires a ritual involving a vial of universal solvent.

Seal - Free Cast

The outer edifice of the Magician's Tower becomes impenetrable to all but the strongest of blows for one full season. The door cannot be opened, and even the tiniest of pests cannot creep in through the gaps of its brickwork. This is a double-edged sword, as once the seal is in place, not even the Magician can breach it via nonmagical means.

Transpeciate - Costs 5 Morale

The Magician sheds their skin and takes the form of another being. This being can be human, animal, plant, or faery. This spell costs 5 additional Morale for each consecutive day it is cast. If the Magician spends one full season in their new form, they will forget that they were ever a Magician to begin with.

Blast - Ritual

The Magician throws their arms forward and fire erupts from their fingertips. Anyone within ten feet will be engulfed in flame and must spend two turns putting the fire out. This spell requires a ritual involving gunpowder and a match.

Transmogrify - 30 Morale

Through an arcane and intensely painful process, the Magician transforms themselves or someone else into an inanimate object for no longer than one season. This object can be no larger than a grand piano, and no smaller than a plant pot.

Slow - 30 Morale

The Magician places their hands upon the wheel of time and slows it to a crawl. The Magician may now take three more actions in quick succession. The spell ends once the third action is complete.



Boons and Rewards

Magicians collect items of great power just as a magpie collects trinkets. At the end of each year, roll 2d6 and claim a magical item from the list below.

Hearth Cauldron

- A large cast-iron pot. Once per year, the cauldron may be used to brew a stew that leaves those who eat it immediately satisfied, granting +50 Morale.
- Serpent Stone
 A palm-sized rock, shaped like a coiled serpent. Once per year the stone may used in a ritual to remove a curse.

Anointing Oil

A glass bottle containing a viscous, sweet-smelling liquid. When used, gain +2 to your next roll. There is enough in the bottle for 3 uses.

Birth Caul

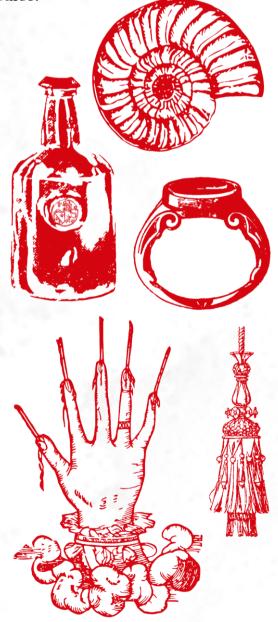
A scrap of cloth, stained with placenta and umbilical fluids. When read, can be used to grant one Augur.

Dwarven Trinket

A gold ring, said to have been forged by the cunning folk beneath the mountain. Each year it will produce another eight rings, which can be sold for a collective 50 Gold.

Hand of Glory

The pickled left hand of a hanged man. Once per year, the hand may be presented to an entity, immobilising them for a turn.



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Seven League Boots

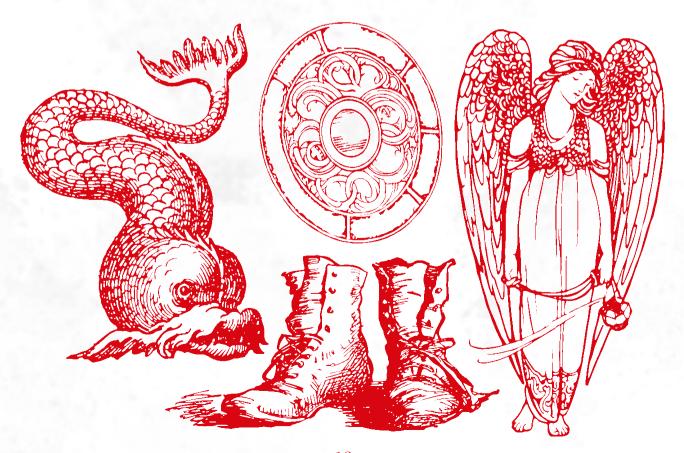
A pair of unremarkable worn leather boots, enchanted long ago by a journeyman mage. While wearing these boots, you may reduce the number of encounters made during an Expedition by 3.

Witch Bottle

- A glass vial lined with silver. When opened, can be used to constrain one magic user. The magic user is released automatically from the bottle after one year, or on the next occasion that the bottle is opened.
- Bezoar
 A smooth stone-like object cut from the stomach of a black hound.
 Once per year, the bezoar may be used in a ritual to cure sickness.

Coral Icon

- A figurine of a protective archangel, carved out of red coral. Once per year, you can invoke the icon and reduce the amount of resources taken from you by half for one turn. Many daemons are fearful of this Boon.
- Salamander Bile
 A small glass jar filled with a pungent orange liquid that, when ignited, produces a series of fabulous and fantastic explosions. May be used to entertain layfolk, winning you +30 Prestige. Can be used twice.



The Familiar Spirit

Since time immemorial, Magicians have relied on attendant beings to practice their magick. After your first year, you will gain a Familiar that provides new ways of interacting with the World. Each Familiar has their own abilities, and their personality reflects that of the Magician.

Matagot

A cunning creature of ill intent, Matagot is a lesser daemon disguised in the form of a fluffy little kitten. It is a clever and free-spirited thing with a penchant for cruelty and a distrust of all things holy. Matagot will prove to be a most useful helper spirit, though it may occasionally leave half a dead bluetit in your bed chamber as a "gift".

Infernal Voice. The denizens of the netherworld, while accustomed to eternal screams, nonetheless prove to be adept conversationalists. When interacting with any daemonic being, gain +4 to Persuade, Dazzle, and Exorcise actions.





Koschei

Few magicks are older and more terrible than that of necromancy. In ancient days, the mad king Koschei was famed for his supposed immortality; it is said he used this foul art to hide the remnants of his black soul within a puzzle box lost to the bottom of the sea. As the years went by, Koschei's body grew frail and pitiful, and without the rejuvenating forces of his lost soul the once fierce warlord was reduced to little more than a pickled skull with a foul temper.

Oracle. The mad king knows much of days to come, and he may even be willing to share his knowledge. Once each year, Koschei may be used to receive an Augur.

Byron

The mandrake root is an ancient and potent cure for most ailments. However, if a mandrake is used too often over the years, the sicknesses that it has absorbed may begin to fester and imbue the root with a bitter, twisted life of its own. Such is the strange fate of Byron, an ambulatory plant with a truly repulsive disposition.

Bezoar. Few could explain how the magic of the mandrake root works; Least of all Byron, who wishes you'd stop asking. Once per year, the Magician may use Byron to heal the sickness of one individual.



A faithful hobgoblin with a sharp nose and doleful eyes, this canny wee faerie has gone by countless names over the years. Pyewacket, Mustardseed, and Mr.

Peaseblossom, Pyewacket, Mustardseed, and Mr. Goodfellow himself, the goblin now known as Vinegar Tom makes a fine, flexible assistant to any Magician. Resembling a queer hybrid of jackdaw, rat, and jester, all dressed in grubby finery; nary a stranger beastie has been dredged out of the muck and filth of creation.

Finder's Keepers - 'Tis a clever little sod that sniffs out such treasures. Once per season, Vinegar Tom may be sent to retrieve any non-magical item required for a ritual.

Poppet

A miracle of the scientific age, the homunculus is an artificial human-shaped being crafted from the spiritual essence of an alchemist, fermented for nine months in a putrefying horse's womb. Poppet is one such creature, an empathetic and precocious sort whose very lifeforce is tied to your own.

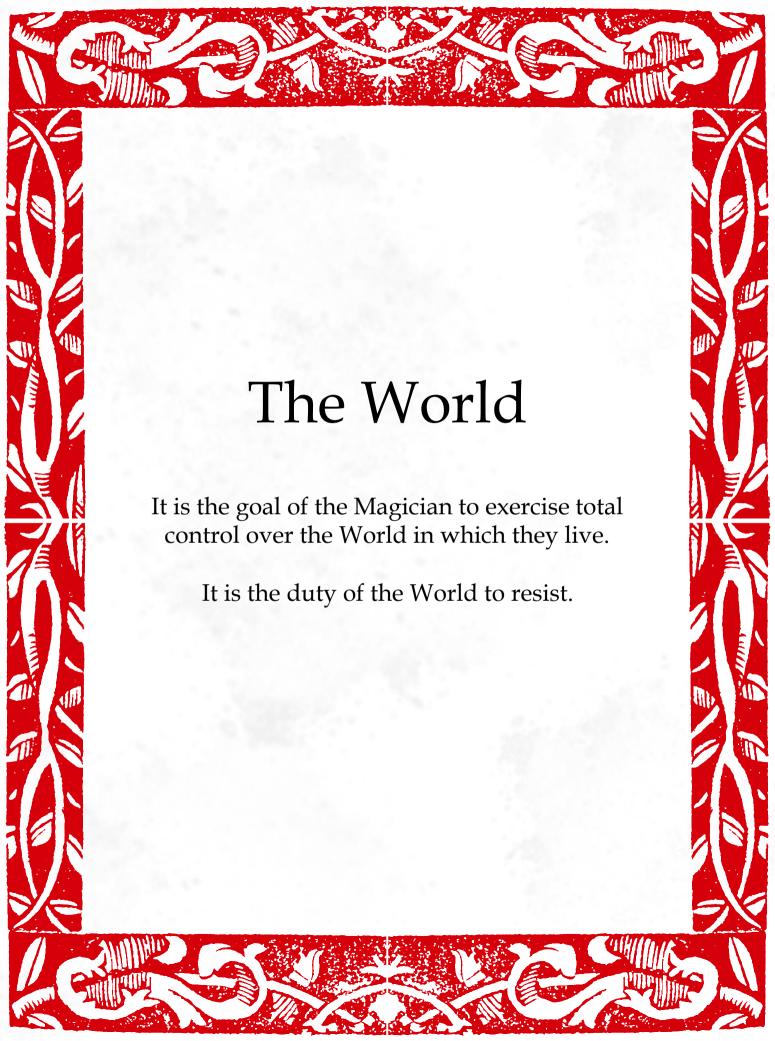
Chrysopoeia. A science most remarkable awaits those willing to embrace the future. Once per year, Poppet may be used to convert either Prestige or Morale into an equal amount of Gold.

Gef

An extra-clever elemental spirit in the form of a talkative – and frankly irritating – mongoose with human hands, Gef is able to infiltrate even the narrowest gaps between walls. Once he has taken up residence within a dwelling, he will delight in hurling any number of cruel remarks, threats, and devilments.

Ventriloquist: It is a wise trickster who learns to throw their voice. Once per year, Gef may perform a perfect impression of one other individual. The offended party is aware that trickery is afoot, but anyone nearby will be thoroughly convinced.





The Four Seasons

Each year of gameplay is comprised of four seasons, starting in spring and ending in winter. At the commencement of each year, the World will roll 1d6 four times to determine the events the Magician will face in each season as listed on the following pages.

The Magician will tackle events one season at a time, and may be navigated however the Magician sees fit. Where wording is vague, the World has an opportunity to add their own particular flare to the event at hand, and reward the Magician accordingly.









Free Time

Once a Magician has dealt with any events that occur in a particular season, they will have an opportunity to describe what they'd like to do during their free time for the remainder of the season. What the Magician does during this free time is entirely up to them, but the following prompts might help them to decide should they need help:

- The Magician prepares for the coming season. Will they seek out new alliances, or use their magick to predict their future?
- The Magician seeks connection with their Familiar. Will they be a kind companion to the spirit, or a cruel, strict taskmaster?
- The Magician takes a job working as a hedge witch, providing cures and potions to the lay-folk. Will they use their magicks to improve the lives of others, or will they manipulate the peasantry for coin and prestige?
- The Magician offers their council to a highranking official. Will they share their wisdom and influence, or will they corrupt the official with promises of unstoppable power?
- The Magician is drafted to prepare a magical assault on a neighbouring kingdom. Will they acquiesce, or will they rebel and conscientiously object to conflict?

Spring

The world awakens anew.

- 1. A farmer comes to you, complaining of horrifying visions and ill-fortune. Discover its source, or be considered a fraud! (Some suggestions: Cursed land, hexed by rebuked lover, farm built over ancient grave site.)
- **2.** A refugee caravan arrives at your door, hungry and tired. 50 Gold will feed them. If you fail to help these destitute folk, ill tidings may befall you. (-20 Prestige or a Curse).
- 3. Crops grow bountiful this year, and your magick is believed to be the cause! How will you allow yourself to be thanked? (Choose +20 Prestige or +20 Gold).
- **4.** A sickening shape is found in your tealeaves: An Augur awaits.
- 5. A wanderer arrives with news of treasure 60 miles south of here. An Expedition can be prepared, and if successful the rewards may be bountiful. (+100 Gold or a Boon).
- 6. A stranger arrives at your Tower, seeking shelter from the spring rain. (The World may determine if the stranger is a stray daemon, a faery in disguise, or a rival wizard. The Magician's kindness or lack thereof may be rewarded or punished accordingly.)

Summer

A bloated sun hangs overhead.

- 1. Tales of your power have spread to distant lands, and you have been summoned to meet with a foreign king and his court. Mount an Expedition 70 miles east and provide counsel. (+100 Prestige or Morale can be increased, depending on how well the Magician plays their role.)
- 2. Brigands attack the Tower! Repel these Adversaries, or they shall make off with your hard-earned wares! (-30 Gold or 1 Boon).
- **3.** A travelling enchanter arrives at your door. Perhaps she possesses powerful magical items that she is willing to trade? (Pick any Boon and charge 1d6 x 50 for it. This price can be haggled down.)
- **4.** A flock of blackbirds have mysteriously died in a nearby township. Discover its source, or they shall suspect you (-30 Prestige).
- 5. One warm night, committed to your studies, a breakthrough is made. Receive +20 Morale, and one Boon or Augur.
- **6.** A youth arrives at your door. They are ill-taught and feeble in constitution, but you sense an immediate aptitude for magick. If you take them in, you will have an Apprentice who will grant a +1 to all ability scores.

Autumn

A time of great transition.

- 1. A delightful celebration is held to mark the end of Summer! You are invited, as is customary. Perform your magick, predict the future, and be rewarded! (+20 Prestige or Morale – can be increased, depending on how well the Magician plays their role.)
- **2.** A neighbouring mage makes contact For a price, they will come to your aid should you need it. Rebuff them, and they may become an Adversary.
- **3.** A stray spirit escapes your summoning circle. If allowed to roam freely, it will be a thorn in your side forevermore. (-20 Prestige, *or* -20 Morale, as well as a new Adversary).
- **4.** A supposed necromancer has gathered quite the following with his seances. Is he a fraud? Or does he truly commune with the dead?
- **5.** A strange, sickly child is brought to you. His parents insist that the boy is a changeling. What will you do?
- 6. A canny goblin named Wirry-Cow seeks the counsel of a great wizard. Do right by him and you shall be rewarded greatly. Receive +40 Gold, one Boon, or one Augur.

Winter

Dark, frigid months lie ahead.

- 1. An ill portent rises in the night sky. You have been Cursed. It is unbreakable through normal means, and you must embark on an Expedition 80 miles north to petition the being that cursed you.
- 2. The days are short and the nights are long and dark. In fretful dreams, you see your future. Receive one Augur.
- **3.** A violent storm brews on the horizon, threatening to drown a nearby village. You have 5 minutes of gameplay to save the village. If you fail, you will lose 50 Prestige.
- **4.** A vengeful coven of witches plots your doom. How will you stop these Adversaries?
- 5. A witch-finder arrives at your door, armed with guns and with zeal in her heart. You must repel this Adversary, lest she strike you dead!
- 6. A local lord comes to you seeking wisdom. You foretell him his future by way of Augur depending on its outcome (and whether or not you tell him the truth), you may be rewarded Morale, Prestige, or Gold.

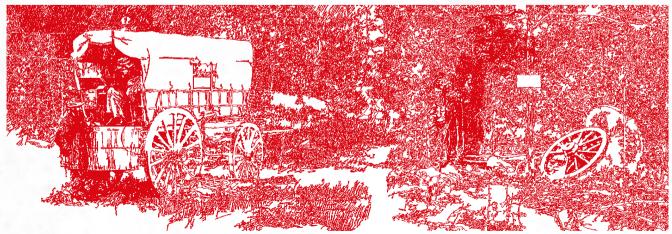


Expeditions

Certain events will require the Magician to pack up their belongings and venture away from their Tower. These Expeditions will take a full season to complete, and may be waylaid by unexpected encounters on the road.

Whereas the Magician will be used to facing one event per season, Expeditions will see them face a variety of encounters over the course of their journey. To determine how many encounters a Magician will face on their journey, roll 2d6 - the Magician's Legerity score. As for the events themselves, the World can either pick from the table below or roll 2d6 to generate events randomly.

- You pass through a village the folk here are humble, and your presence is fascinating to them. Stay a while, impress your magicks upon them, and gain +10 of either Prestige, Gold, or Morale. Failing to astonish them will see you lose 30 Prestige.
- It is a peaceful day and inclement weather lies ahead. Stop and rest, soak in the serenity of nature, and gain +20 Morale. If you are able, mayhap you could encourage the good weather to hold (reduce the number of encounters by 1).
- You are stopped by a highwayman on the road. This Adversary demands either 100 Gold or a Boon but perhaps you can keep your wealth a while longer.
- A stray boulder blocks your path. You may clear it, or forfeit the progress made so far in order to find another route (increase the number of encounters by 2).
- You encounter another traveller on the road. They are a merchant, and their caravan is piled high with wondrous wares not available in the lands surrounding your Tower (the merchant offers either a Boon or ritual components).





- Your travels rouse the attention of a skeptic who becomes determined to renounce you as a fraud. Prove them wrong or lose -20 Morale and -20 Prestige.
- A sorcerer erects a Tower in the middle of your path. They are clearly powerful, but their magick is unrefined. Will you seek to tutor them? To destroy them? To befriend them?
- You are stopped by a daemon at the crossroads. They offer a simple trade: an increase in one of your skills in exchange for one season of misfortune (the Magician's Psyche, Legerity, or Materiality permanently increase by 2; the Magician also becomes cursed or sickened for the duration of the next season).
- An aged crone has set up her cart by the roadside, offering her services in exchange for Gold (the witch will offer an Augur for 10 Gold, and will remove a curse for 30 Gold.)
- A wretched storm descends, and beneath the dark skies you are separated from your Familiar. You must find them. (Increase the number of encounters by 2).
- In the hillocks and highlands beyond the mountain, you come across a canny dwarf. The dwarf challenges you to a test of wits: you are to both Create an item of splendour the winner gets to keep both Boons, the loser keeps nothing. See the pre-made dwarf Adversary for an example of how this encounter might play out.

Ailments and Ill Fortune

Glad times do not always fall upon us. Certain failures may result in sickness, hunger, despair, or the influence of the evil eye. These ailments can be cured or resolved, but doing so will often involve meeting certain requirements established when the ailment is placed.

Sick

The body is compromised, and the spirit goes with it. Diseases may be the result of tainted food, a stray poison, or the hexing of a passing witch. An infected Magician will suffer from -3 to Materiality until the disease is cured.

Cursed

An ill wind blows. Curses are caused by enchanted items, rival warlocks, and stray daemons. While cursed, the Magician loses 10 of all resources each season and will suffer from -3 of either Psyche or Legerity.

Destitute

A sourness takes hold - why bother going on? This status occurs when the Magician runs out of Morale. While destitute, the Magician suffers from -2 Psyche and loses the aid of their Familiar.

Impoverished

So long as you possess a body, it must be fed and clothed. Poverty occurs when the Magician runs out of Gold. While impoverished, the weakened Magician's familiar suffers from -2 Materiality and Legerity.



Reviled

You have grown too far from the lay-folk; Now they fear your wicked hand. The Magician becomes reviled when they run out of Prestige, and while reviled the Magician's suffers from -5 to Psyche and will find no allies amongst the lay-folk. More powerful Magicians may also find themselves harangued by witch-finders and skeptics upon becoming reviled.

Augurs and Visions

One of the greatest powers a Magician has is the ability to pierce the veil of time. Augurs provide Magicians a glimpse into a potential future, heralding the arrival of wealth, joy, power, or magick so long as certain conditions are met. To determine an Augur, the World must roll 1d6 and consult the table below.

- A wave of golden stars streak across the night sky, carrying with them spirits of fine fortune. If you are able to spend a total of 50 Gold within the next year, you will be rewarded with 100 Gold and 50 Morale next year.
- A dark library. Bookshelves tower over you on every side all the way to the horizon, whispering foul secrets into your ears. You will gain +4 rather than +2 to any rolls involving the next spell you choose to specialise in.
- Within the woods, a red room. The sensation of prickly heat and the smell of burnt lamp oil linger in the air. A daemon hunts this night. If a single character perishes within the next year, you will lose 50 Morale, 50 Prestige, and 50 Gold.
- Seven twigs of herbs a-burning, sickens snakes and sends 'em turning. If you are able to gather seven different rare herbs during your travels over the coming year, you will gain the ability to cure poison and sickness with your touch once a year.
- You stand before a mirror in an empty room. Your reflection's movements are out of sync with your own, and its smile is uncanny and cruel. You must locate and construct the materials needed to make a magic mirror (20 Gold, glass, silver) within one year. Succeed, and the next time you are cursed it will automatically reflect back onto the caster. Fail, and you will be cursed.
- You see a wheel of gold and ivory, turning unbroken joy begets joy. Treat the next being you meet with unbridled kindness and be rewarded with 100 Morale in the following year.

Tower Event

Come the end of your first three years, trouble rears its head. The **Tower Event** is determined by the location of the Magician's Tower, and will be open to some interpretation – the threat may be immediate and pressing, or distant and looming. Tower Events can be solved in a number of ways: Perhaps the Magician will outwit their foe, charm or dissuade them, crush them utterly, or convene with a higher power.



The Mountain

The earth rumbles and a vast crack splits its way down the mountain. From this cavern a **Vile Wyrm** spews forth, released at last from its subterranean prison. It casts its blight upon the land, and poisons the waters with its breath.

World: The Magician cannot outright kill the wyrm, and so will either have to either Subdue, Relocate, Placate, or Frighten it. Each turn the wyrm will either steal Gold, a Boon, or spread Sickness across the land.

The Forest

You have roused the attention of the **Fair Folk**, ancient dwellers of the old-growth who have come to resent your tower and the iron held within. They are a tricksy lot, and cannot be defeated as mere mortals can.

World: Choose from the following list to determine what it is the fey desire: Prestige, Boons, Spells, or the completion of an Impossible Task. Then, determine how they may be defeated - through Psyche, Legerity, or Materiality.

The City

A council is organised. Your ways are unsettling and disturbing to the city folk, and the new lord mayor demands that you make an appearance to plead your case. If you do not convince the council of your worth – or your might – you are to be put to death.

World: Choose 3 motivations to represent the council members and influence their decisions accordingly: Greed, Paranoia, Fear, Ambition, Religion, Progress, or Rivalry.



The Water

An **Emissary** emerges from the sea - they are strange and unsightly, and they smell faintly of burnt seaweed. They do not speak your tongue, but you can glean that they insist on a parley.

World: Without revealing to the Magician, determine what the Sunken Kingdom needs, Choose two from Gold, Protection, a Cure, or an Alliance. Then choose what drives them: Religion, Custom, Desperation, or Pride.

The Wasteland

A powerful **lich** has taken up residence beneath your burning sun. They practice the unholy art of necromancy, and each day more and more dead claw their way out of the red earth to do their master's bidding.

World: The lich will have access to five spells. Furthermore you may choose two Boons, combine them into one item, and use it to devastating effect against your Magician. The lich is defeated when the Magician manages to claim the lich's magical Boon and destroy it.

The Soil

Twisted secrets are buried deep within the earth. As your tower burrows further downward, one such secret is revealed: The corrupting touch of an ancient and long-dead god.

World: Each turn, the corruption will spread throughout the land. Nearby settlements will become sick, allies will turn evil, and foes not previously dealt with become more powerful. Determine how the corruption is to be sealed away: An unknown Ritual, a legendary Weapon, or the attention of a Rival God.

Worldbuilding Tips and Advice

Part of the World's role in this game is to create a setting that feels lived-in. This page provides some resources that should make the process easier, including a run-down of item prices and a name generator.

Ritual Components, Items, and Commerce

Certain spells require physical ritual components that the Magician can find throughout the game. This section can be used as a rough guide to inform where those items can be found and how much they cost.

Crushed Diamonds

A beautiful gemstone, ground into a fine powder for alchemical purposes. Costs 50 Gold from most jewelers and travelling traders.

Unicorn Horn

The slightly curved horn of the fabled unicorn. Exceptionally rare, but can be used multiple times once purchased. Costs 100 Gold from travelling traders and enchanters.

Crystal Ball

An orbuculum, traditionally used by seers and soothsayers in strange rituals. Costs 50 Gold. If used to capture lightning, the ball will be destroyed.

Lightning Rod

A pronged copper pole, used to corral the power of the heavens. Costs 20 Gold from most sellers and can be used more than once. Can be Created by the Magician.

Matches

A wooden pin tipped with phosphorous. A box of twenty will cost you 1 Gold from all sellers. The Magician can Create the same amount on a roll of 7 or lower.

Gunpowder

An alchemical mixture of sulphur, charcoal, and saltpeter, used in the production of guns and explosives. 10 Gold will get you enough for five uses from most sellers. The same amount can be Created by the Magician on a roll of 7 or less.

Goblin Blood

A small vial of viscous green liquid. Fairly rare, as the tricksy folk are not known to part with their blood easily. One vial costs 60 Gold from alchemists and enchanters, or you could go straight to the source.

Universal Solvent

A mysterious substance used by alchemists to dissolve any known material, including gold and lead. 50 Gold will get you enough for two uses from most alchemists and enchanters.

Topological Map

A simple map depicting the lands surrounding the Tower. Reduces the number of encounters made during an Expedition by 2. Can be purchased from a cartographer or scholar for 2 Gold. May contain the whereabouts of treasure.

Eldritch Text

A hefty tome, penned by a sorcerer with the aid of an otherworldly being. Can be purchased for 40 Gold, and can be used to gain a +3 bonus on Comprehending languages spoken by spirits. May contain hidden knowledge.

Fortune Cards

A deck of 78 brightly-illustrated cards used for divination. Largely useless to a talented Magician, but they may help one appear more magical when interacting with a lay-person. Cost 5 Gold.

Humble Disguise

A hooded cloak woven from flax. Ill-befitting a Magician, but will allow one to mingle unaccosted among the lay-folk and skeptics of this world. Can be purchased for 2 Gold from a tailor. Can be Created by the Magician.

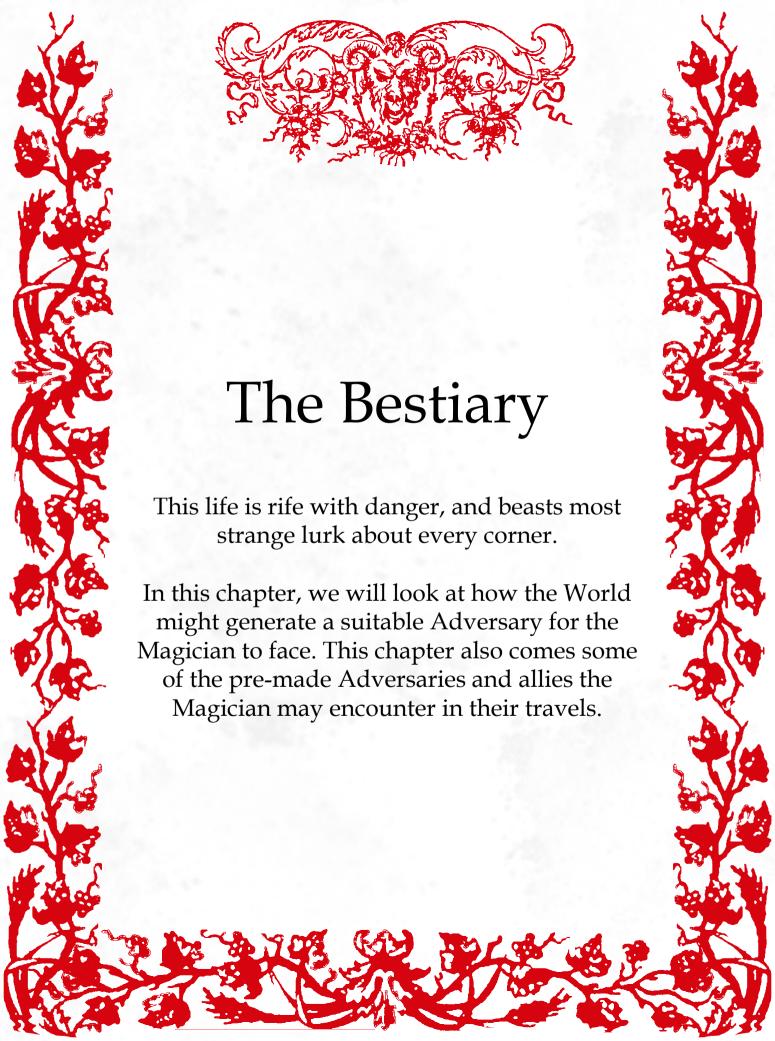
A Bag of Sweets

A little paper bag filled with sugary candy. One of life's simple pleasures, and much beloved by goblins and hobgoblins. Used to gain 5 Morale when one is down in the dumps. Can be purchased for 1 Gold.

Name Generators

The setting of *The Right Hand Path* is filled with many peculiar characters and places. To save the World from having to name these NPCs and settings on the fly, they may roll 2d6 and generate a new name using these tables.

NPC Name			Place Name		
#	Roll 1	Roll 2	Roll 1		
2	Ivy	Dogrose	Rookridge		
3	Cormac	Waite	Gladstone-on-High		
4	Esmerelda	LaVey	Johann's Crag		
5	Daffyd	Oxeye	Eiderwood		
6	Joffrey	Greenweed	Pulletborough		
7	Avery	Toadflax	Bournebury		
8	Aldrich	Cornsilk	Hartcombe On Sea		
9	Angus	Hubbard	Gravecott		
10	Niamh	Treason	Ballybannock		
11	Jon	Millership	The Principality of Molyneux		
12	Alberto	Crowley	Bjargmerki Hold		



Building An Adversary

Life can be unkind to the Magician, and certain events will require them to face an antagonistic force. This Adversary may take the form of a rival mage, a witchfinder, a spirit, or a faery, and they may be encountered as part of a seasonal event, Tower Event, or through other interactions such as an Expedition.

The table below can be used to generate an Adversary to your own whims. Simply choose the **type** of enemy your Magician will face, select **two** powers that they can utilise, and **two** weaknesses that can be used to defeat them. Stronger Adversaries may have **three** strengths and **two** weaknesses.

Type

- Mage A practitioner of the cunning arts. This group also includes witches, enchanters, and necromancers.
- **Skeptic** One who dedicates their earthly power and influence to the destruction of magick. This type includes witch-finders, nobles, and politicians.
- **Spirit** An invasive being from an adjacent reality. This type includes daemons, ghosts, the deathless, and the reaper himself.
- Faery One of the ancient dwellers of this plane. This type includes goblins, changelings, dwarves, the Fair Folk, and denizens of the Sunken Kingdom.
- Lay-Person Simple folk with lives untouched by magick. This type includes villagers, bandits, and highwaymen.

Power (Choose two)

- The Adversary possesses two Boons.
- The Adversary knows two spells and possesses one Boon. Cannot be used by lay-folk.
- The Adversary knows three spells. Cannot be given to lay-folk or skeptics.
- The Adversary will steal Gold, Morale, or Prestige each turn.
- The Adversary cannot be magically charmed.
- The Adversary has +5 to one action type, such as Create or Hex.
- The Adversary cannot be defeated through mundane means.
- The Adversary has a Familiar.

Weakness (Choose two)

- The Adversary is cowardly, and can be easily frightened.
- The Adversary is susceptible to fire, iron, or some other element.
- The Adversary can be bested through shows of strength.
- The Adversary can be outwitted through shows of ingenuity.
- The Adversary can be recruited through acts of persuasion or bribery.
- The Adversary can be placated with a resource, such as blood or coin.
- The Adversary is weakened by a specific spell, Boon or component.
- The Adversary is fearful of a certain enemy, such as spirits or skeptics.

Brigand

Type:

The brigand is a lay-person.

Powers:

- The brigand can steal 2d6 worth of the Magician's Gold each turn.
- The brigand has +5 to Locate actions.

Weaknesses:

- The brigand is cowardly, and can be frightened.
- The brigand is foolish, and can be outwitted through shows of ingenuity.

Armed with a rusty pike and clad in whatever armour they can steal, the brigand is little more than a base bandit. Often attacking as part of a unit, brigands rely on cunning and large numbers to overwhelm their foes and make off with whatever wealth they can.



Dwarf

Type:

The dwarf is a **faery**.

Powers:

- The dwarf knows the Mould and Immobility spells, and possesses a dwarven trinket.
- The dwarf has +5 to Create actions.

Weaknesses:

- The dwarf is susceptible to fire and bright lights.
- The dwarf can be recruited through bribery.

Dwarves are said to have crawled from the belly of the earth in ancient days. Diminutive, clever, and possessing a wealth of tricks, dwarves dwell in vast subterranean kingdoms beneath the highest mountains, or in the hidden spaces that exist between realms. They are the inventors and craftspeople of the faery, and are supposedly responsible for any number of wondrous things.





Ghost

Type:

The ghost is a type of spirit.

Powers:

- The ghost cannot be restrained through non-magical objects.
- The ghost will steal 3d6 worth of Morale each turn.

Weaknesses:

- The ghost can be placated with the blood of one who has wronged it.
- The ghost is weakened by the coral icon Boon.

The lingering spirits of the dead manifest in this realm as ghosts, vile apparitions of ectoplasm held aloft by bitterness and willpower. Ghosts seldom form naturally, and are most often the result of necromancy or the effects of a curse. Occasionally, however, a ghost might form in the wake of some unfair tragedy befalling a particularly strong-minded individual.

Goblin

Type:

The goblin is a faery.

Powers:

- The goblin knows the Disappear and Transmogrify spells, and possesses one Boon of the World's choice.
- The goblin will steal 2d6 worth of Gold or Morale each turn.

Weaknesses:

- The goblin is susceptible to iron.
- The goblin is cowardly, and can be easily frightened.



The most numerous among the faery folk are the goblins: wee beasties that congregate in shaded corners and unseen nooks. Goblins are unseemly creatures, whose strange ways are responsible for any number of mischiefs. If a horse's mane has been braided come nightfall, or if one spots circular patterns of flattened wheat, you can be sure a goblin is responsible in one way or another.

Highwayman

Type:

The highwayman is a lay-person.

Powers:

- The highwayman can steal 3d6 worth of Gold each turn.
- The highwayman cannot be magically charmed.

Weaknesses:

- The highwayman can be placated by offerings of Gold.
- The highwayman is susceptible to the Curse of Crows spell.



Bandits of the byways, highwaymen are the upper-crust of the criminal world. Boasting flintlock pistols and sabers, highwaymen can be found lurking at the sides of the road, lying in wait for a suitable target. In a world of sorcerers and spell-weavers, such work is risky, and as such highwaymen have developed a variety of tactics and superstitions to protect themselves from magical attacks.

Hobgoblin

Type:

The hobgoblin is a faery.

Powers:

- The hobgoblin knows the Trick of the Light, Befuddle, and Disappear spells.
- The hobgoblin has +5 to Bewitch actions.

Weaknesses:

- The hobgoblin is susceptible to iron.
- The hobgoblin can be recruited through acts of persuasion.



Puckish pranksters and goodfellows all, hobgoblins are the faeries most enthralled with humanity. Fascinated by human trinkets, hobs will gladly enter a home just to steal some little trinket. This magpie-like obsession can be used against them, as they may be willing to trade their own faery wares for any old tat one might find about the home.



Imp

Type:

The imp is a type of spirit.

Powers:

- The imp cannot be restrained through nonmagical objects.
- The imp knows the Corruption, Blight, and Ill Fortune spells.

Weaknesses:

- The imp is physically frail, and can be bested through shows of strength.
- The imp is weakened by the coral icon Boon.

Wicked wretches of the devilish realms, imps are lesser daemons found at the periphery of magical life. Unseen by mortal eyes, a keen Magician may notice countless imps coalescing about those with weak wills and crooked hearts.



Lich

Type:

The lich is a type of mage.

Powers:

- The lich knows the Curse of Crows,
 Damn Your Eyes, Blast, Seal, and Savoir
 Faire spells, and possesses a witch bottle.
- The lich can steal 4d6+4 Prestige each turn.

Weaknesses:

- The lich is physically frail, and can be bested through shows of strength.
- The lich is weakened by the witch bottle Boon.

A lich is a sorcerer that has used magick to return from beyond the grave. Upon returning to the Tower they inhabited in life, the lich will set about spreading their influence far and wide. Deathless and eldritch, liches are to be avoided by all but the most adept Magicians.

Malebranche

Type:

The malebranche is a type of spirit.

Powers:

- The malebranche has +5 to Hex actions.
- The malebranche knows the Damn Your Eyes, Blight, and Snag spells.

Weaknesses:

- The malebranche is weakened by the eldritch text item.
- The malebranche can be placated with the blood of a noble.

Born of the deepest depths of hell, malebranches are daemonic jailors and tormentors most foul. Typically charged with punishing those who would corrupt politics to their own selfish ends, malebranches are occasionally summoned to the mortal realm to rend and tear the flesh of the wicked.

Mercenary

Type:

The mercenary is a lay-person.

Powers:

- The mercenary steal 4d6+ Gold and Prestige each turn.
- The mercenary has +5 to Exercise actions.

Weaknesses:

- The mercenary is fearful of the skeptics that employ them.
- The mercenary can be recruited through bribery.

Formerly of the king's men, mercenaries are those soldiers who have rejected the blind obedience of the military in favour of the sweet, sultry allure of coin. Well-versed in the art of war, mercenaries are often employed by nobles and witchfinders as bodyguards, security details, and keepers of the law.





Miasmic Force

Type:

The miasmic force is a type of spirit.

Powers:

- The miasmic force has specialised in the Blight spell and knows the Befuddle spell.
- The miasmic force cannot be restrained through non-magical objects.

Weaknesses:

- The miasmic force is weakened by the Cloudburst spell.
- force miasmic The can be placated with Morale.

A grotesque stench that settles upon cursed land, the miasmic force is a wretched airborne canker that feeds on misery and misfortune. Upon being summoned to the mortal realm by hags and necromancers, the miasmic force will seek to spread as far as possible, growing stronger and crueler with each heart broken.

Night Hag

Type:

The night hag is a mage.

Powers:

- The night hag knows the Slumber, Beguile, and Remote Viewing spells.
- The night hag has +5 to Bewitch actions.
- The night hag automatically steals 6d6 Morale from a sleeping victim each turn.

Weaknesses:

- The night hag is weakened by the witch bottle Boon.

The night hag is susceptible to daylight. Vile crones that dwell in darkness, night hags straddle the line between sorcerer and daemon just as surely as they straddle their slumbering quarry. Countless people have reported waking to find these grotesque beldams squatting on their chest, suffocating them and sucking the joy from their very bodies with malicious glee.



Noble

Type:

The noble is a **skeptic**.

Powers:

- The noble steals 4d6 Gold from the Magician each season if their Tower is in the city.
- The noble has +5 to Persuade actions.

Weaknesses:

- The noble can be easily frightened.
- The noble can be recruited through bribery.

A member of the landed gentry, nobles wield institutional influence just as a Magician wields magick. Utterly unimpressive when divorced from power.

Peasant

Type:

The peasant is a lay-person.

Powers:

- The peasant has +5 to Labour actions.
- The peasant has +5 to Exercise actions.

Weaknesses:

- The peasant can be easily frightened.
- The peasant is fearful of mages, spirits, and faeries.

The folk of the land are honest enough, but may be easily riled by those in power. A wise Magician protects and provides for the peasantry, lest they meet a sorry end on the prongs of a pitchfork.



Revenant

Type:

The revenant is a spirit.

Powers:

- The revenant cannot be defeated through mundane means.
- The revenant possesses any two Boons.

Weaknesses:

- The revenant is weakened by the anointed oil Boon.
- The revenant is frightened of witchfinders and malebranches.

A shambling corpse animated by spite and resentment, revenants are dangerous undead beings with the sole motivation of destroying those that wronged them. Often criminals or the victims thereof, revenants rise from their graves to enact vengeance on an uncaring world, resting only when their mission is complete.





Sorcerer

Type:

The sorcerer is a mage.

Powers:

- The sorcerer knows the Apportation, Seal, Blast, Splendid Growth, and Transmogrify spells, and owns a hand of glory Boon.
- The sorcerer's Familiar is either Poppet or Vinegar Tom.

Weaknesses:

- The sorcerer is weakened by the witch bottle Boon.
- The sorcerer can be recruited through the sharing of magical knowledge or Boons. Once shared, the spell or Boon will be lost forever.

The Magician is not the only practitioner of magick in these lands. A sorcerer follows the same trajectory as the Magician, building their Tower and recruiting a Familiar in search of the ultimate esoteric truth.



Troll

Type:

The troll is a faery.

Powers:

- The troll knows the Transpeciate and Transmogrify spells, and possesses one Boon of the World's choice.
- The troll cannot be defeated through mundane means.

Weaknesses:

- The troll is susceptible to sunlight when in its original form.
- The troll can be outwitted.

Be they diminutive and malformed or huge and brutish, the one consistent feature of all trolls is their unbearable ugliness; huge noses, beady eyes, crooked teeth, and lumpy skin are among the many hideous maladies possessed by these hill-dwelling faeries. Perhaps this is why these consummate tricksters favour illusory magicks that change their appearance, allowing them to blend in with mortal society and replace the bairns of lay-folk with their own.

Witch-Finder

Type:

The witch-finder is a **skeptic**.

Powers:

- The witch-finder possesses the witch bottle and anointed oil Boons.
- The witch-finder cannot be magically charmed.

Weaknesses:

- The witch-finder can be frightened.
- The witch-finder can be outwitted.

Armed with weapons and charms designed to ward off magick, witch-finders are brought in should a Magician make a nuisance of themselves. While other lay-folk and skeptics are motivated by fear or greed, witch-finders are fueled solely by dogmatism, bigotry, and spite.





The Grimoire acts as a repository of a Magician's power and knowledge.

Here, Magicians will keep a note of the spells and abilities they have access to, the resources they have accumulated, and the magicks their familiar spirit can perform, as well as any notes they might find useful.

Magician Name: **Tower Location: PSYCHE** LEGERITY **MATERIALITY PRESTIGE** Gold **MORALE**

	pells:	1 1 2 2 2 2 2 2
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Fa	amiliar:	
	reasures and Boons:	Ailments and Ill-Fortune
		Ailments and Ill-Fortune
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Т	reasures and Boons:	Ailments and Ill-Fortune

Cheat Sheet

The Magician (Player)

Character Creation

- Split 5 points between your three skills: Psyche, Legerity, and Materiality.
- Choose the location of your Tower.

Character Upgrades

- Each season, choose a new **spell** to add to your Grimoire.
- At the end of year 1, choose a **Familiar** spirit to add to your Grimoire. Make a note of their special ability.

Action Rolls

- Roll 2d6 + the relevant score (i.e. Psyche, Legerity, or Materiality.)
- Different actions have different success thresholds. Any roll lower than 4 is automatically a failure.
- During conflict, one turn comprises of any one action, spell, Familiar ability, or Boon activation. The World always goes first in conflicts, unless the conflict was initiated by the Magician.

The World (Game Master)

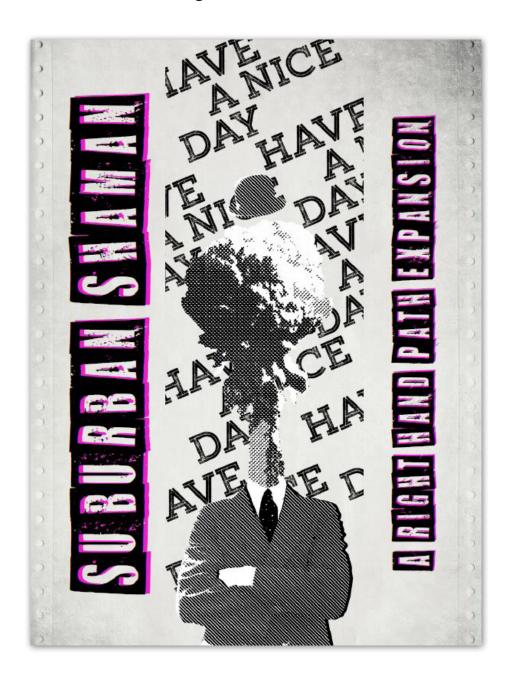
At the start of the game

- Set the scene. Each Tower location has flavour text to help you with this.
- Roll 4d6 to determine the season events for the first year.
- Award successes, punish failures.
- Every three years, a Tower Event occurs.
- If a choice presents itself, always go for the most narratively interesting option (a complicated but ultimately positive outcome, a perilous threat that cannot be overcome easily, etc.)

The Golden Rule:

Do What Thou Wilt.

Looking for more magick and mystery? Why not try **SUBURBAN SHAMAN**, the post-punk expansion for Right Hand Path?



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