



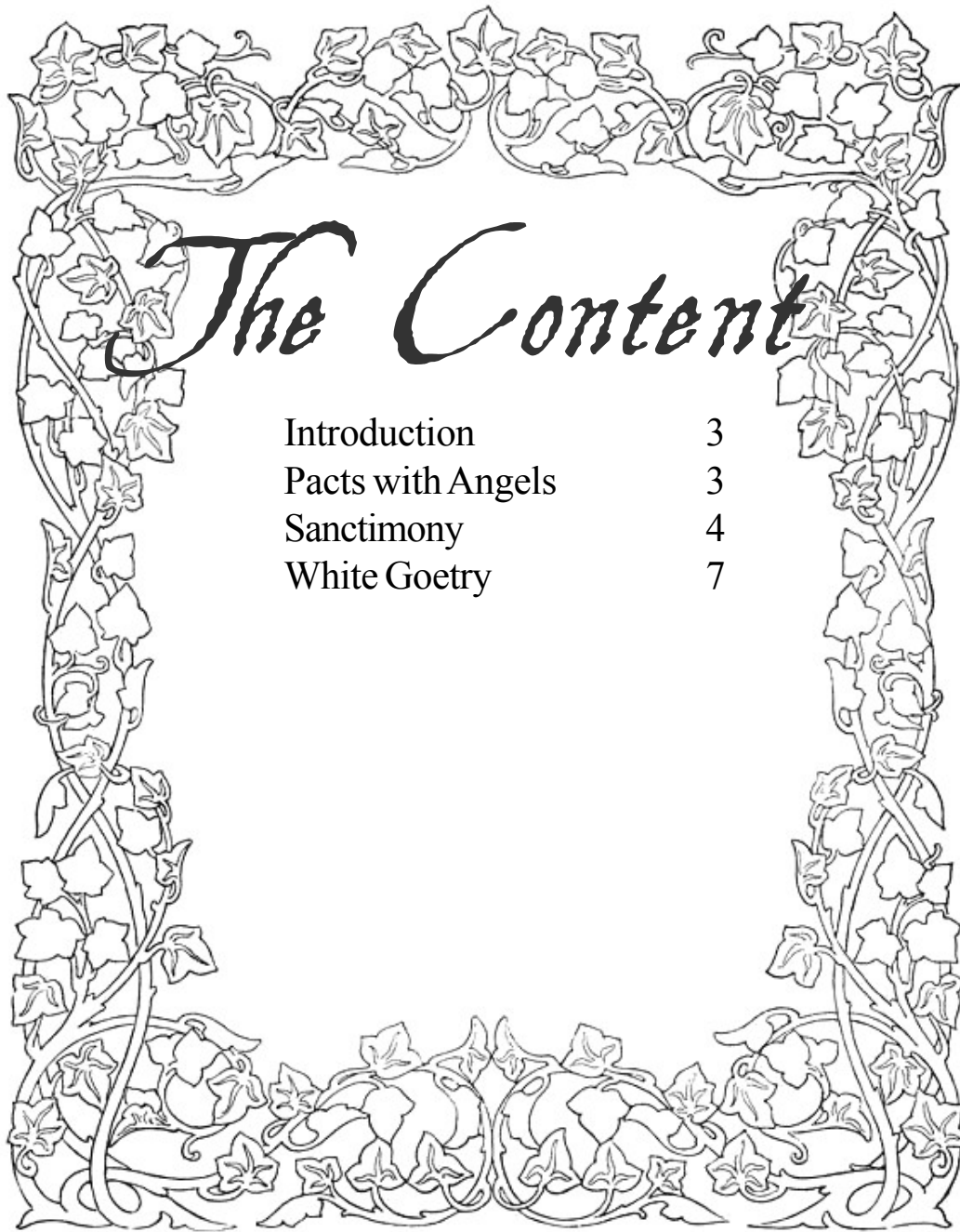
The Sacvral and the Lost

A Supplement for the Danse Macarbe



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MYTHOPOETIC
G A M E S

Introduction



Part One

The following is a short optional supplement detailing some of the little that is known about 'white magic' such as it is. The spells and charms contained herewith are now extremely rare in Benighted Europe and it is exceedingly unlikely that a Player Character would have access to any of these magics, at least during the process of Character Creation. Possibly, later, such magics may come to attention of the Players, but there should be considerable forethought as to how and when such arts should be introduced to the game. They are potentially very powerful, and could possibly unbalance the horror theme of the game.

Pacts with Angels



Part Two

Although exceedingly uncommon, Angels have been known to make Pacts with mortals, much as demons will. The Background *Pact* is needed to make a Pact with an Angel. The powers that Angels are capable of gifting to mortals are similar to those that Demons can give, but the Vows demanded by an Angel will be quite different.

Hallowed Vows

The agents of the Hallowed Beyond, angels, Angels, the souls of saints returned to earth, will enter into bargains with mortals and gift such powers that men call miracles or thaumaturgy in return for service and oaths. In truth the devout priest or farm girl who can call upon the miraculous is a white sorcerer whose powers come from the angelic kingdom.

Hallowed beings never ask for a piece of the mortal's soul in return, they take only vows. Treat the following vows as a list of suggestions only.

An Open Door

You will never turn away a person in need, be they sick or poor, if they arrive at your door seeking help.

Beggar's Friend

You will spend one hour a week distributing money to the poor.

Chivalry

You will always act with kindness towards the innocent and the weak: mothers, children and elderly.

Confessor

You will always be ready to listen to and advise anyone who comes to you seeking to lighten a guilty conscience, or simply in need of talk.

Gentle of Charms

You will neither learn nor use harmful magics, curses or hexes.

Giver of Aid

You will go to the aid of any person who sends you or presents to you a plea for help.

Mercy

You will always show mercy to defeated enemies.

Poverty

You swear to never own more than what you need to live a simple, untroubled life. You will never amass gold or riches.

Restraint

You will never raise your voice in anger, demonstrate fury or wrath or strike a physical blow against a defenceless person.

Verity

You will never tell a knowing lie.

Sanctimony



Part Three

Sanctimony

The second living Tradition is Sanctimony, the last vestige of the once great and expansive trove of magic devised by Solomon the Great. Sanctimony is a closely held secret of the Church, its practitioners watched and guarded by superiors, and with every passing generation fewer and fewer are taught this art. Sanctimony is, if not all but dead, at the very least a moribund Tradition.

Sanctimony, the hallowed magic of the priesthood, is a dying and disused tradition. Priests who decide to take up its study are viewed by their peers with suspicion and seen as needing special attention from their superiors because of the increased chance of falling to temptation and shadow. The common folk view the Priest who works Sanctimony as a safe but frightening worker of miracles or channelling of the power of Heaven rather than a sorcerer, per say.

Sanctimony (Arcane)

A form of Hedge Magic, somewhat evolved and reduced in scope, that is aligned with the Kingdom of Hallows and taught only by the Catholic Church. To have learnt Sanctimony as a skill you must be either a priest or nun of the church and also one of great respect and rank. Sanctimony, like all magic, is considered an unclean art by the Church and is only taught to those who are considered pious enough to resist its temptations.

Sanctimony represents the last vestigial remnants of the magic of the holy church passed down through the ages from Solomon the Great. It is a much-mistrusted practise, both within the church and without, and exorcists and priests of the art are watched carefully by their superiors

for any signs of having slipped into darkness.

Sanctimony is only taught by the Catholic Church and is only available to Nuns, Monks or Priests of the faith who have sufficiently convinced the papacy that they are less likely to fall to temptation than their peers.

Sanctimony spells are termed Rites. For each rank your take in Sanctimony you gain the knowledge and use of an additional Rite of Sanctimony.

Sanctimony Rites

Rank One	One
Rank Two	One
Rank Three	Two
Rank Four	Two
Rank Five	Three
Rank Six	Three

Now a dwindling and much maligned caste of magic, Sanctimony encompasses a range of evolved, highly developed Hedge Magic spells that were traditionally kept secret and taught only within the confines of the church. Sanctimony has over the years been allowed to fall into further and further disuse. Those few practitioners left are kept under strict control by Popes and the council of Cardinals. Most Bishophorics retain one or two priests trained in Sanctimony to be called upon if needed. Even the discussion of this magic is, however, frowned upon and many in the ranks of the church believe that practitioners of Sanctimony risk purgatory merely through its use.

Typically trained priests are taught only one, sometimes two Sanctimony Rituals. A priest is then called upon, from time to time, to perform a ritual when the need arises.

Sanctimony is a very involved and protracted form of magic, involves a great deal of ritual and is best performed in silence and with a contemplative mind.

Starting Out

New Sanctimony Priest characters know a number of Rites based on their rank in the Sanctimony Skill.

Sanctimony Rites

Rank One	One
Rank Two	One
Rank Three	Two
Rank Four	Two
Rank Five	Three
Rank Six	Three

Learning Rites

You may spend five Fate Points to learn a new Hedge Magic Charm. The process of learning a new Rite will take about a month.

Example of Sanctimony

Bartholomeus has an Esotery Skill of Rank Three. He already knows Seven Wisdoms but has not yet chosen to study and learn the additional two Wisdoms that would take him to the maximum Nine that he is currently allowed.

His skill now Advances to Rank Five and the maximum

number of Wisdoms he can learn increases to Twelve. He now has five spare slots into which he can fit new Wisdoms.

Trauma

Working magic of any sort is an unnatural experience and can cause the magician to suffer a little in the mind and soul. The more disturbing and unnatural Sanctimony Rites cause Trauma to the worker of the magic. If you are a practitioner of Sanctimony and have a Nature of 3 or less (i.e. 1, 2 or 3 ranks away from *Hallowed*) you may choose to suffer a *Corruption* (see below) instead of suffering a *Delirium* when you reach Ten Ranks of Trauma.

Difficulty

Different Sanctimony Rites have different Difficulties that need to be passed on a Test of Skill in order to properly summon up enough power and divine will. Make sure to take into account the Difficulty of the Rite you are trying to perform when using Sanctimony.

Failed Magic

Much as with Hedge Magic, a Failed attempt at a Sanctimony Rite indicates that the Priest has simply been unable to work enough power into the ritual. The rite fails, but the Priest will not know this until the magic is actually put to the test. As far as he is aware it has probably worked.

Rites

The following is a guide to the few Sanctimony Rites that have survived in a few rare and hidden collections of arcana.

Abjurare

Difficult (1 trau.)

Abjurations take about half an hour of prayer and ritual to perform upon a person, animal, object or place. An Abjuration will annul any permanent Curses that may be upon the subject. During this time the person under the rite will speak in tongues and struggle and try to escape the power as the minor spirit that is in possession of the character tries to resist the magic.

Benedictio

Average (0 trau.)

The Rite of Benediction takes a few minutes or ritual work, requires some recital of prayer, and an anointing with oils and performing of holy gestures.

A Benediction when performed over a person, object or a place any and all Folk Magic cantrips that may be present are lifted and dispelled, be they good or evil.

Convocatio

Average (0 trau.)

A simple rite that must be performed over an altar, shrine or on holy ground. A Convocation sends out a please for help through the ethereal plane and into the dreams of all those who are truly faithful within ten leagues or so of the

magic.

The faithful will be afflicted by dreams indicating sometimes in so many plain words sometimes in a more riddling way that they should converge towards the place in where the Convocation was performed.

Only those with Purity of Three or more are affected. Refusing to answer the call drops your Purity by one rank.

Eulogium

Average (0 trau.)

Said over a grave, be it recent or age old, an Eulogium puts to rest souls that are troubled. If the grave contains the body of a person whose soul has returned as a wandering shade then the shade must make a Test of Obsession (dif. Average) to remain upon the mortal earth. If the shade is able to resist the power of the Eulogium then a second attempt cannot be made to banish the ghost.

Exaltatio

Average (3 trau.)

An Exaltation is a powerful, but tiring religious chant that appeals directly to the wrath of the Kingdom of Halls and opens the priest's own body to the power of the divine. But the price of the attention of the princes of heaven is pain. Performing an Exaltation causes a Priest's eyes and nose to bleed, stigmata may appear on the flesh of the Priest, and injuries so severe they can cause death may result.

For each level of success the Priest scores he also takes one wound. One success causes one level of injury. Two causes two levels and so on.

An Exaltation causes all permanent or semi-permanent magic within sight of the Priest to be dispelled. Demons and Faerie that are present must make a Test of Willpower versus the Priest's successes or fly from the mortal world. Wild or Dark Incarnate must make a Test of Willpower versus the Priest's successes or flee in terror.

Exorcizare

Opposed (3 trau.)

A long and protracted ritual that is used to cast out demons or shades that have possessed a person, animal, thing or place. Performing an Exorcism requires that the Priest enter into a prolonged Contest of Exorcism opposed either by the Demon's Manifestation or the Shade's Obsession.

But performing an Exorcism makes soft and defenceless the priest to the invisible claws of the possessing spirit. Each round the Priest loses; he suffers one level of injury as the raking red marks of unseen claws appear on his flesh.

Favere

Difficult (0 trau.)

A prayer intended to ask for a specific favour from the divine in the hopes of achieving a safe and successful outcome to some dangerous or perilous time. A Favour may be asked to make a deathly ill child well again, help a woman through child birth, deliver a ship through a storm, make safe a man who has marched to battle.

If successful the subject of the Favour is allowed one extra die in their relevant skill pools during the perilous time. A woman granted Favour to help her through childbirth would gain an extra die when Testing her Fortitude, but not for skills unrelated to the birthing. Note that favours asking for protection over periods longer than a few hours are never granted.

Oculus Veritas

Difficult (1 trau.)

A rite of Sanctimony that can be invoked in order to find out secrets and truths.

A sorcerer-priest who works the Veritatas rite will, for about an hour or so, be able to tell immediately if those spoken to during this time are speaking truth or lies. Whenever a lie is spoken small, hissing voices whisper accusingly in the priest's ear, informing him of the untruth. The experience is, to say the least, unsettling, and causes no small amount of strain to the mind of the priest.

In addition, if under the power of Veritatas you can see through possession. You are able to see the demon or spirit as it would normally manifest instead of the possessed person. You are also able to see normally invisible spirits and shades, although only as phantom shapes – ghostly but certainly very real. In both cases the small whispering voices turn crazed and louder, ranting and snarling as if the presence of a spirit causes whatever the voices are pain.

Perditio

Extremely Difficult (3 trau.)

A very powerful but difficult and tiring work of magic that will utterly destroy Dark Incarnate and minor Demons. For the charm to work on a Demon the entity must be no greater than of Ascendancy Rank One.

To begin the charm you must draw a clean line in chalk that has been caked with gold and the blood of a mortal of Purity of Four or greater. The line does not have to make a circle, but a circle is generally considered the proper form. Once the line is drawn and the chant is begun the Dark Incarnate or minor Demon is no longer able to leave cross the line.

Or every half hour that you remain in the chant the entity loses a rank of Health. The flesh withers, blackens and flakes away as oily ashes. If you remain at the chant long enough the creature will eventually disintegrate, the flesh turns to rotten, filthy ash and falls away. When the spell is done nothing but a smoking pile of dust and bone is left.

The spell however leaves the sorcerer very vulnerable. While working the chant you cannot take your eyes off the target, and sounds become very faint and vague. A simple blow to the back of the head will bring you low. If the chant is disturbed in any way before the creature is destroyed then the magic is broken. The incarnate or demon remains injured and weak until it is able to recover, but it will be able to flee the circle and if not too severely injured it is likely to turn on the chanter with immediate and vengeful abandon.

Sacrare

Varies (0 trau.)

The Rite of Sacrare takes about an hour to perform and requires prolonged reciting of prayers and psalms as well as sprinkling of holy water and the burning of censures. The Rite makes an area of ground no larger than a small chapel hallowed. Hallowed ground cannot be entered by either Wild or Dark Incarnate, nor can it be entered by Faerie or Demons. An extra hour can be spent to make an area the size of a church Hallowed. Five hours can be spent in order to make Hallowed an area of ground equal to the size of a cathedral.

The Hallowing endures for a week and then fades. It can be made to endure as long as someone, not necessarily the original priest, says a prayer over the ground each evening, or by interring in the ground a relic that has acquired some hallowed touch of magic of its own.

The Difficulty of this Rite varies depending on the size of the area to be made sacred. A chapel is Average, a large church is Difficult and a cathedral or basilica would be Very Difficult.

Hallowed Corruptions

Roll 2d6 on the following chart to determine the Hallowed Corruption acquired.

2 **Cold Darkness:** You find darkness and shadow, even shade on a hot summer's day, as chill and cold as ice.

3 **Tongues:** Occasionally you are overcome by a trance and start speaking in tongues. What you say is a mystery to anyone who doesn't speak ancient Hebrew or Hittite.

4 **Peaceful Walls:** You find the interior of churches, cathedrals and monasteries extremely restful. If idle in thought or prayer you regain Effort as if sleeping.

5 **Tears of Blood:** If you see someone wrongly or unjustly executed (even if you are unaware that the person is innocent) you begin bleeding from the eyes.

6 **Visions:** You are occasionally transfixed by a vision of Heaven. During these episodes you stare unblinking and find it increasingly difficult to breathe. The visions come without warning and leave you wracked and exhausted. Nothing transpires except the relentless vision itself.

7 **Voices Above:** Occasionally you catch songs drifting into your mind from another world. They are songs of angelic voices and choirs of heavenly creatures.

8 **Alms and Aid:** You feel physically ill and begin to be overcome with trembling and pain if you ignore a genuine plea for help.

9 **Life in the Paint:** Occasionally while looking at a religious carving, painting or tapestry the object comes to life and looks at you in an intense and knowing way. Saints, martyrs, angels and demons all watch as you pass. No one else can see this vision.

10 **Fire of Flesh:** You feel a painful burning sensation if you come within a dozen paces of Dark or Wild Ground.

11 **Hear no Evil:** If you hear a gross and malicious lie, one intended to do terrible harm, you begin bleeding from the ears and nose.

12 **Linger-of-Roses:** The smell of flowers subtly wafts into a room after you leave. People may or may not notice

the scent and are unlikely to think much of it. It never arises when you are present, only in the moments after you depart.

White Goetry

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Part Three

There were once many orders of magician who dealt only with the summoning of Angels and the enquiry therewith. Following the purges and witchcraft trials of recent centuries most, if not all, of these orders have been decimated or destroyed utterly, and their knowledge has been largely lost. The following Grimoires are exceedingly rare and treasured, and the arts they detail: the summoning of Angelic powers, is all but gone from the world.

Be warned, of course, that summoning Angels is not in any particular way safer than summoning Demons. The Host do not take kindly to their shimmering kin being dragged out of the Land of Hallows by the uncouth arts of some petty mortal magus. Be wary... Angels can be just as deadly as demons, and more cruel.

White Magic Grimoires

The Key of Solomon	Rank 6
Hermetic Arcorum	Rank 4
Sworn Book of Honorius	Rank 3
The Lemegeton Codex	Rank 3
Claviculae	Rank 1
Noven Candariis Solomonus	Rank 1

Sigil of Abdiel

One of the lesser of the Angels of Light. Abdiel appears in the form of a youth with gold and tawny hair and glimmering bronze eyes. His wings are also of a gilded hue with touches of red running through them.

Abdiel has the power to put fine protections on a person, shields from harm and injury for a time. Treat a Shield of Abdiel as an extra layer of armour with three die. Scores of Five and Six count as successful blocks of an attack. Abdiel's unseen armour lasts for an hour after the Angel leaves your presence.

Ascendancy: 3

Manifestation: 3

Aspect: Prudence 4, Diligence 3, Compassion 2

Skills:	Supernatural
Attack:	Rank = Manifest
Armour:	3
Substance (<i>Health</i>):	15
Fear:	Difficult
Trauma:	Two
<i>Might:</i>	5
<i>Deft:</i>	5
<i>Wits:</i>	5
<i>Will:</i>	5

Sigil of Ariael

Ariael appears as a terrifying angel with silver-grey wings and eyes alight with lightning. All about her a storm wind roars catching up her hair and robes alike in a constant tempest. Ariael can calm and raise storms, summon bolts of lightning from the blue sky and effect wondrous and miraculous changes in the weather over the course of a few minutes.

Ascendancy: 5

Manifestation: 5

Aspect: Diligence 6, Devotion 5, Charity 4

Skills:	Supernatural
Attack:	Rank 5
Armour:	5
Substance (<i>Health</i>):	17
Fear:	Difficult
Trauma:	Two
<i>Might:</i>	7
<i>Deft:</i>	7
<i>Wits:</i>	7
<i>Will:</i>	7

Sigil of Azazel

Appears as a beautiful young woman with wings of rose and dusk, and kind, knowing eyes. Azazel has a particular kindness towards lovers and will often help those in love without promise of oaths or fealties.

Azazel can tell you immediately where your love is now, and how best to reach him or her. She can also conjure for you a pair of gold and red rings that when worn by two lovers will always allow the one to know in what direction the other lies. If one of the lovers dies then both rings turn black for seven days. The rings have no powers if not worn by lovers. They, however, can be given by one couple to another.

Ascendancy: 4

Manifestation: 4

Aspect: Devotion 6, Compassion 3, Diligence 3

Skills:	Supernatural
Attack:	Rank 4
Armour:	4
Substance (<i>Health</i>):	16
Fear:	Difficult
Trauma:	Two
<i>Might:</i>	6
<i>Deft:</i>	6
<i>Wits:</i>	6
<i>Will:</i>	6

Sigil of Azreal

Called by the common folk, the Angel of Death, Azreal appears always swathed in black. Her beautiful face is ivory white and her eyes are black as night. Azreal has the power to take into her arms any ghost or departed soul and bear it away to the Hallowed Otherworld where it may dwell in eternal light. She can cross into the Netherworld and has powers over all shades and ghosts. She can command a wandering ghost to depart the mortal world and flee to the Netherworld, and can fetch shades from the Netherworld and set them upon the mortal earth - although this runs against her nature and she will resent being commanded or tricked into this act.

Ascendancy: 5

Manifestation: 4

Aspect: Diligence 4, Prudence 4, Temperance 4, Humility 3

Skills:	Supernatural
Attack:	4
Armour:	4
Substance (<i>Health</i>):	16
Fear:	Difficult
Trauma:	Two
<i>Might:</i>	6
<i>Deft:</i>	6
<i>Wits:</i>	7
<i>Will:</i>	7

Sigil of Chamuel

Chamuel appears as a youth wrapped in gold and silver robes and bearing wings that are full of glowing light. Her eyes are like shimmering sapphires and her hair is the colour of flowing amber.

Chamuel has great power of regenerative and reviving magics. By her touch or breath a person will recover from all **Fatigue** and **Doubt** that haunts him in a matter of moments. Chamuel will also make a gift if so bargained or demanded of a charmed wine that when drunk removes one level of Fatigue and Doubt. The wine is provided in an ivory goblet that crumbles to dust once the wine is either drunk or poured into another container. Chamuel would have to be hard pressed or deeply moved to give over more than one goblet of wine to a mortal sorcerer for she guards her powers with judicious care.

Ascendancy: 5

Manifestation: 4

Aspect: Prudence 5, Temperance 5, Compassion 3, Charity 2

Skills:	Supernatural
Attack:	4
Armour:	4
Substance (<i>Health</i>):	16
Fear:	Difficult
Trauma:	Two
<i>Might:</i>	6
<i>Deft:</i>	6
<i>Wits:</i>	7
<i>Will:</i>	7

Sigil of Gabriel

Gabriel appears as a tall youth with wings as pale and silvery as benighted clouds and an aura of moonlight forever bathing her. She has the power to command mercy from even the most hardened warrior or king, working a charm that subverts the mind to thoughts of clemency and pardoning.

She is also the herald of heaven and can by a simple charm make her voice resound anywhere, by which means without travel Gabriel may deliver messages to all and sundry.

Ascendancy: 5

Manifestation: 5

Aspect: Compassion 6, Temperance 4, Charity 3, Humility 2

Skills:	Supernatural
Attack:	5
Armour:	5
Substance (<i>Health</i>):	17
Fear:	Difficult
Trauma:	Two
<i>Might:</i>	7
<i>Deft:</i>	7
<i>Wits:</i>	7
<i>Will:</i>	7

Sigil of Israfel

Israfel appears a young woman in the robes of a harpist and surrounded by a constant, subtle sound of wandering music. Israfel has the power to grant for a time Uncanny skills in the musical arts, and so it is said can conjure up instruments that will play grand and sorrowful and joyous music at the command of their master and of their own accord.

She has also fine healing and protective powers and is said to be able to cure any disease by the touch of her hand and ward away all evil from a place or person. The ancients worshipped Israfel as the Goddess Isis.

Ascendancy: 4

Manifestation: 6

Aspect: Devotion 4, Diligence 3, Charity 2

Skills:	Supernatural
Attack:	Rank 6
Armour:	6
Substance (<i>Health</i>):	18
Fear:	Difficult
Trauma:	Two
<i>Might:</i>	8
<i>Deft:</i>	8
<i>Wits:</i>	6
<i>Will:</i>	6

Sigil of Ithuriel

Ithuriel appears as an angel wrapped in silver armour with an expression most stern and a great spear in her hand, aflame and glowing. Her wings are set with a pattern much like those of a peacock's tail except that Ithuriel's eyes blink now and again. In the presence of Ithuriel all mortals must make a Difficulty Four Test of Willpower to lie. On failure a mortal simply blurts out the truth, despite

what they wished to say.

Ithuriel can also aware of all persons who have used disguises, trickery, deceit or the similar within a day's travel at all times. She is aware of who has tricked who, how, when and to a limited extent why.

Ascendancy: 4

Manifestation: 5

Aspect: Prudence 5, Diligence 4, Humility 3

Skills: Supernatural

Attack: Rank 5

Armour: 5

Substance (*Health*): 17

Fear: Difficult

Trauma: Two

Might: 7

Deft: 7

Wits: 6

Will: 6

Sigil of Jerahmeel

Appears as a great shimmering angel with eyes that shift colour like a living rainbow, wings like feathers of paradise and skin that holds the hue of bronze, silver and other fine and unearthly tints.

Jerahmeel can conjure up a swarm of minor servant Hallowed sprites that take the form of supernatural gleaming butterflies. These are physically harmless, but when swarming together they are capable of ensnaring, entrapping and captivating a small crowd of people. Anyone caught in a swarm of Jerahmeel's sprites must make a Test of Willpower or remain gaping and captivated until the sprites vanish. The sprites remain only so long as Jerahmeel wishes them too.

Jerahmeel can also provide for you a glass bottle full of swirling shapes and dazzling colours. If uncorked or shattered a swarm of illusory birds, butterflies and other weirder and more wonderful creatures burst forth. The swarm of colours is very confusing for all caught in it but lasts on a few minutes before the half-real visions flit back to the Kingdom of Hallows.

Ascendancy: 4

Manifestation: 6

Aspects: Charity 5, Compassion 3, Devotion 2, Prudence 2

Skills: Supernatural

Attack: Rank 6

Armour: 6

Substance (*Health*): 18

Fear: Difficult

Trauma: Two

Might: 8

Deft: 8

Wits: 6

Will: 6

Sigil of Jophiel

A grand angel with fine powers. Jophiel appears most commonly as a young princess dressed in the harness of war and having wings of scarlet and silver. She is capable of blessing weapons so that they grow warm to touch

when evil draws near and will tell you if any evil things may be lurking within a days walk and what their stations and powers are in the dark hierarchy.

Jophiel is also able to restore a person's Effort to its full rank by gentle touching him or her. She may, if so pressed or bargain with, provide a single drop of her blood. If mixed with wine such a potion temporarily adds an additional great vigour and life to a person, adding to their pool of Effort by fifteen points. If at the end of half an hour the drinker's Effort has not dropped below their normal natural limit, then it returns to that mundane level.

Ascendancy: 5

Manifestation: 6

Aspects: Compassion 6, Charity 5, Diligence 4

Skills: Supernatural

Attack: Rank 6

Armour: 6

Substance (*Health*): 18

Fear: Difficult

Trauma: Two

Might: 8

Deft: 8

Wits: 7

Will: 7

Sigil of Kafziel

Appears as a youth with a dark and swarthy appearance. Her wings are the colour of lead and silver, and her eyes have a dark and eerie glow to them.

Kafziel has fine powers over all the things that make a mortal's life easier. He can repair and make as good as new tools, clothing and weapons by simply glancing upon them. His touch will make a weapon or tool unbreakable and untarnished throughout all time and will add a rank to armour.

If you are so fortunate as to be given a tool or weapon crafted by Kafziel as a gift, you shall find it almost willing to do the work on its own. Add a rank to your appropriate skill while using a tool made by Kafziel.

Ascendancy: 4

Manifestation: 5

Aspects: Diligence 5, Charity 5, Humility 2

Skills: Supernatural

Attack: Rank 5

Armour: 5

Substance (*Health*): 17

Fear: Difficult

Trauma: Two

Might: 7

Deft: 7

Wits: 6

Will: 6

Sigil of Methaton

So called the Mouthpiece of God, Methaton appears as a blinding angel full of light and fury but having little detail or form. His voice rings clear as a thousand bells and is thought to be the most pure distillation of the desires and plans of the Kingdom of Hallows.

Any who hear Methaton speak, including a sorcerer who

summons this Angel, must make a Difficult Test of Fortitude or begin bleeding from the ears and eyes. Methaton can gift a person the power of authority for a time making all believe the charmed mortals words - although typically Methaton will refuse to perform such a deed unless the mortal vows to say only what Methaton whispers in the ear.

Ascendancy: 8
Manifestation: 1
Aspect: Diligence 6, Devotion 6, Prudence 6
 Skills: Supernatural
 Attack: Rank 1
 Armour: 1
 Substance (*Health*): 13
 Fear: Difficult
 Trauma: Two
Might: 3
Deft: 3
Wits: 10
Will: 10

Sigil of Mirael

Appears as a youth dressed in gold armour and bearing both shield and sword. Mirael is the lord of the warrior ranks of the Angels of Light and his sword is both sharp and powerful.

Mirael's sword has the power to slice through any substance be it flesh or lead. He deals not one wound per success but three. He also has the power to grant mortals an Uncanny skill in any given warlike talent, be it Affray, Affray or others. He can grant courage too, and is able to work a charm that lifts all of a person's fears for one hour. During this time the character automatically passes any fear checks, but will still take trauma outside of fear rolls.

Ascendancy: 5
Manifestation: 6
Aspects: Prudence 6, Diligence 5, Devotion 4
 Skills: Supernatural
 Attack: Rank 6
 Armour: 6
 Substance (*Health*): 18
 Fear: Difficult
 Trauma: Two
Might: 8
Deft: 8
Wits: 7
Will: 7

Sigil of Raphael

Appears as a youth dressed in the grey and homespun garb of a pilgrim. He carries a pilgrims staff and wears worn and dusty sandals. Raphael's wings are the colour of the polished oak run through with amber, his hair has to it a chestnut hue and his eyes glow like sunset.

He has a love for pilgrims, all travellers and children and may help any of these without promise or fealty if feeling so inclined.

Raphael can give clear directions and suggest safest road to take to get to any place known to men and Angels upon the earth. He has some limited knowledge of how to

reach the Netherworld, the Kingdoms of Wilds and Darkness, too, but his directions are more likely to be vague.

Raphael will if so asked put a protective charm on a child protecting him or her from evil. Dark Ones, Spirits of Shadow, Incarnate and creatures such as werewolves will no be able to approach such as blessed child for one week after the incantation is performed.

Ascendancy: 4
Manifestation: 4
Aspects: Compassion 5, Charity 4, Diligence 3
 Skills: Supernatural
 Attack: Rank 4
 Armour: 4
 Substance (*Health*): 16
 Fear: Difficult
 Trauma: Two
Might: 6
Deft: 6
Wits: 6
Will: 6

Sigil of Raguel

Appears as a youth with emerald eyes, robes the hue of old willow leaves and hair that drifts like sunlit silk.

Raguel has grand power over diseases and their prevention. He can place a charm on a person to protect him or her from disease for a year. Likewise he can protect a field or orchard from blights, pests and pestilence for a year.

Raguel can lift a disease from a person already beset by sickness but needs to place a kiss to their person's brow to work this power. Being kissed by an angelic being is not the most pleasant of things – it causes the ill person five Trauma.

Ascendancy: 4
Manifestation: 5
Aspects: Prudence 5, Compassion 5, Charity 2
 Skills: Supernatural
 Attack: Rank 5
 Armour: 5
 Substance (*Health*): 17
 Fear: Difficult
 Trauma: Two
Might: 7
Deft: 7
Wits: 6
Will: 6

Sigil of Samael

Appears as a young woman with skin of a roan hue, hair that is a fiery red and wings as crimson as the brightest of cardinal's robes.

Samael can cure any person suffering from poison by touch and can produce for you a liquor in a pale blue flask that when drunk will save a poisoned person. She can also put a ward upon a mortal so that he cannot be poisoned for a year, although she must place a kiss upon the flesh to so do.

Ascendancy: 4

Manifestation: 4
Aspect: *Compassion 5, Prudence 5, Devotion 2*
 Skills: Supernatural
 Attack: Rank 4
 Armour: 4
 Substance (*Health*): 16
 Fear: Difficult
 Trauma: Two
Might: 6
Deft: 6
Wits: 6
Will: 6

Sigil of Suriel

Appears as a graceful, tender woman draped in robes of ivory and possessing always a gentle, loving gaze. Her wings are a pearly shimmer of white and other soft and subtle colours.

Suriel can by touch heal any wound done to a mortal, though this power suffuses the mortal flesh with such a force and flood of power that the subject is driven into unconscious delirium for a full day afterwards. Her breath can cleanse a person of any disease, although again the subject succumbs to a long and unwaking sleep for a day.

Suriel can also bless food so that it is cleansed both of disease and of poison and can conjure up an ivory cup that does the same for any liquid poured into it.

A single drop of Suriel's blood if mixed with wine is enough to make an old man shed all his years and return to full youth. Two drops will make an elderly man into a toddler. Three drops and the drinker vanishes into a newborn babe. More drops of blood have no further affects.

Ascendancy: 5
Manifestation: 4
Aspects: *Compassion 6, Temperance 5, Humility 4*
 Skills: Supernatural
 Attack: Rank 4
 Armour: 4
 Substance (*Health*): 16
 Fear: Difficult
 Trauma: Two
Might: 6
Deft: 6
Wits: 7
Will: 7

Sigil of Uriel

Called by the common, the Flame of God, Uriel appears in the shape of a young woman wreathed in a robe of flame and with wings that though solid, flare and shimmer as if afire. One of her feathers shed and dropped to earth will burn with a terrible intensity for a hundred years.

Uriel can cause an inanimate flammable thing that is within her sight, including clothing, to start smouldering and then burst into flame within 1 to 6 rounds. She can quench fires, cause them to flare up or die low and turn smoky.

The sharpest sighted of spirits, Uriel can see vast distances. She can make out sparrows fighting on a

mountain a hundred leagues away. Her sense of smell, hearing and touch as also paranormal.

Ascendancy: 5
Manifestation: 6
Aspects: *Devotion 5, Prudence 5, Diligence 5*
 Skills: Supernatural
 Attack: Rank 6
 Armour: 6
 Substance (*Health*): 18
 Fear: Difficult
 Trauma: Two
Might: 8
Deft: 8
Wits: 7
Will: 7

Sigil of Zadkiel

Appears as a young woman in plain robes with ivory wings and an aura of benevolence, grace and piety.

Zadkiel devotes great attention to the allotting of justice for those who have had none. If able to convince Zadkiel that she would help a worthy cause, right wrongs or put right injustice she may be inclined to help without demanding vows of service in return. Be aware that Zadkiel is able to know immediately if she is being told the truth or a lie. She also knows if anyone within a day's walk has wronged another within the last week, be it by petty theft or murder. She wears ever a grave and tired expression, burdened forever by this constant and intimate knowledge of man's inhumanity to man.

Zadkiel can work a charm that causes a person's ill-gained wealth to escape and flee if livestock, or crumble to dust if gold or goods. She has been known also to mete out somewhat more severe justice, summoning up unseen hands to inflict upon a maligning mortal the very crime he perpetrated upon another.

Ascendancy: 4
Manifestation: 4
Aspect: *Prudence 6, Diligence 6*
 Skills: Supernatural
 Attack: Rank 4
 Armour: 4
 Substance (*Health*): 16
 Fear: Difficult
 Trauma: Two
Might: 6
Deft: 6
Wits: 6
Will: 6

Zephon

A slender, almost fragile looking Angel with hair the colour of shadow and wings like dusk. Zephon has a great distaste for the unnatural and unearthly let loose on the mortal world.

She is able to lift curses and remove unkind magics by laying a hand upon the affected. She is also able to destroy, rendering utterly to dust, any object or relic that has been enchanted in some way with magic. Places made enchanted

by Wild or Dark magic lose their sorcerous air simply by her passing over the enchanted ground. Zephon dislikes even Hallowed unnatural things, seeing them also as perversions of the mortal world, and may take the opportunity to destroy hallowed relics and places, too, if not prevented by another Angel. As such she chooses to visit the mortal world herself very seldom.

Enchanted creatures and Incarnate beings she has no power to utterly destroy but is always aware where they are within a day's journey, and is often willing to offer that knowledge to others who offer to hunt out the Incarnate and destroy them.

Ascendancy: 5

Manifestation: 4

Aspect: Humility 6, Prudence 5

Skills: Supernatural

Attack: 4

Armour: 4

Substance (*Health*): 16

Fear: Difficult

Trauma: Two

Might: 6

Def: 6

Wits: 7

Will: 7

