

# Contents

<b>Introduction</b>	<b>p1</b>
Introduction	p3
<b>Part One: Setting</b>	<b>p7</b>
Chapter 1.1: The World	p9
Chapter 1.2: Diverting Destiny	p16
Chapter 1.3: Necessary Politics	p22
<b>Part Two: Game Mechanics</b>	<b>p47</b>
Chapter 2.1: Basic Rules	p49
Chapter 2.2: Character Creation	p53
Chapter 2.3: Advanced Rules	p66
Chapter 2.4: Lamented Specifics	p82
<b>Part Three: Aspects of Character</b>	<b>p91</b>
Chapter 3.1: Lamented Natures	p93
Chapter 3.2: Dark Gifts	p118
<b>Part Four: Ritual Magic</b>	<b>p159</b>
Chapter 4.1: Spellcrafting and Witchery	p161
Chapter 4.2: Predesigned Rituals	p178
<b>Part Five: GM's Section</b>	<b>p189</b>
Chapter 5.1: The GM's Role	p191
Chapter 5.2: Antagonists	p196
<b>Appendices</b>	<b>p203</b>
Appendix A: Weapons	p205
Appendix B: Quick Reference Section	p211