

## Hermetic Projects

# Contents

## I. Wonders of the Hermetic World

The Hermetic Projects.....	6
Using this Book.....	7
DESIGNING YOUR OWN	
GRAND PROJECT.....	7
Additional Project Ideas.....	8

## II. The Burning City

WHY BUILD IN A VOLCANO?.....	9
VOLCANOES IN MYTHIC EUROPE.....	9
The Greek Volcanic Islands.....	9
Italian Volcanoes.....	10
Volcanoes in Iceland.....	11
Affecting Volcanoes	
with Hermetic Magic.....	12
Effects to Help Find Volcanoes.....	12
Scent of Ash.....	12
Scribe of All That I Can See.....	12
Trail of Ember.....	13
Vulcan's Glass.....	13
Effects to Create Volcanoes.....	13
Tear the Earth Asunder.....	13
Awaken Sleeping Giant!.....	13
HAZARDS OF VOLCANOES.....	13
Lava.....	14
Boiling Mud and Water.....	14
Heat.....	14
Fumes.....	14
Eruptions.....	14
Effects to Protect Characters.....	14
Pitch Brush.....	14
Clowen Hoofed Boots.....	15
Steed of Vesuvius.....	15
Dragon's Blood.....	15
Covenant of the Dragon.....	15
Fumarole Mask.....	16
Effects to Control Volcanoes.....	16
Creeping Earth.....	16
Flame Tongue.....	16
Scorn of Aphrodite's Tears.....	16
Vulcan's Warning Bell.....	16
COLONIZING THE VOLCANIC CRATER.....	17
Effects for Buildings.....	17
Cold Marble Slab.....	17
Fumarole Vent.....	17
Repulsion of Earth.....	18
Seed of Earth.....	18

<i>The Heart That</i>	
<i>Could Move Stone.....</i>	18
<i>Tower of Lava.....</i>	19
<i>Solidity of Stone.....</i>	19
Effects to Live in	
the Volcanic Crater.....	19
Sculpt the Stone Machine.....	19
Stone Harvester.....	19
The Thermal Bath	
of Good Humor.....	22
Well Ever-full.....	23
Effects to Deal with	
Volcanic Inhabitants.....	24
Basalt Cage.....	24
Commune with the Fire Soul.....	25
Ring of Protection Against	
Magical Creatures of Fire.....	25
Sense the Hearts of Fire.....	25
Sublimation of Flame.....	26
The Entrapped Flame.....	26
INCREASING THE LAB TOTAL.....	26
Shape and Material Bonuses.....	26
Laboratory Customizations.....	26
Features.....	26
Dormant Volcano.....	27
Active Volcano.....	27
Mineral Bath.....	27
Volcanic Spirit Forge.....	27
Hell Portal.....	27
Experimentation.....	27

## III. The Great Tower

THE TOWER OF BABEL.....	29
MEDIAeval BUILDINGS.....	30
Mundane Architecture.....	30
Construction Techniques.....	31
Raw Materials.....	31
Falsework.....	31
Craftsmen and Artists.....	31
Style, Symbolism,	
and Hidden Messages.....	32
LAYING THE FOUNDATIONS.....	32
Selecting the Site.....	32
The Ruins of Babel.....	32
High in the Mountains.....	33
A Secluded Island.....	34
Regiones and the Magic Realm.....	34
A Symbol of Mundane Power.....	34
Gaining Political Backing.....	34
BUILDING THE TOWER.....	35

Designing the Tower.....	35
Rate of Progress.....	36
Workshops.....	37
Damage and Disrepair.....	38
Fostering an Aura.....	38
The Presence of Angels,	
Demons, and the Fair Folk.....	39
ENCHANTMENTS.....	39
Construction Magic.....	39
Conjuring the Great Tower.....	39
Heights of the Great Tower.....	40
The Quarryman's Gift of (Stone).....	40
The Arms of Hercules.....	40
True Falsework.....	40
The Stonemason's Art.....	41
The Laborer's Rest.....	41
The Water Wheel.....	41
The Flying Buttress.....	41
The Tower's Environment.....	42
The Traveling Laboratory.....	42
Wall Crawler.....	42
The Distant Council Chamber.....	43
Gargoyles and Grotesques.....	44
Capture the Wind.....	45
The Waterfall.....	45
The Endless Well.....	45
Gardens and Orchards.....	46
The Outside World.....	46
Wind on the World.....	46
STORY MAGNITUDES.....	47
Minor Stories: Once Per Year.....	48
Hermetic Visitors.....	48
Accidents.....	49
Mundane Stories.....	49
Significant Stories:	
Once Per Decade.....	49
Beasts.....	49
Crisis in the Region.....	49
The Warping of the Tower.....	49
Life-Changing Stories:	
Once Per Generation.....	49
Hermetic Influence.....	50
The Tower Looking Inwards.....	50
Cataclysmic Events:	
Once In A Lifetime.....	50
Angelic Influence.....	50
The End of the Tower.....	51
Moral Temptation	
and Fortitude.....	51
Faerie Stories.....	51
A Far-off Tower.....	51

## IV. The Hermetic Shipyard 55

MEDIEVAL SHIPS AND SHIPBUILDING.....	53
The Medieval Shipwright .....	55
Ship Construction .....	55
Centers of Shipbuilding .....	56
FOUNDING THE SHIPYARD .....	56
Finding the Location .....	56
<i>A Season's Inning</i> .....	56
<i>Follow the Route I Command</i> .....	57
<i>A Mightier Channel</i> .....	57
Remote Shipyards .....	57
<i>The Distant Slipway</i> .....	58
<i>The Distant Drydock</i> .....	59
Recruiting and Training a Team.....	59
Building Out the Laboratory.....	59
<i>Establish the Basic Laboratory</i> .....	60
<i>Equipping the Shipyard</i> .....	60
<i>Improving the</i>	
<i>Working Conditions</i> .....	61
<i>Setting the Focus</i> .....	61
<i>Tools of the Trade</i> .....	61
<i>Adding the Gallery</i> .....	62
THE HERMETIC SHIPWRIGHT .....	62
Mundane Craftsmen.....	63
Craft Magic .....	63
<i>The Hands of Pherclus</i> .....	63
<i>The Unseen Shipwright</i> .....	64
<i>The Conscientious Carpenter</i> .....	64
Creo Rituals.....	64
<i>Conjuration of the</i>	
<i>Seaworthy Cog</i> .....	65
<i>Reparation of the</i>	
<i>Wounded Vessel</i> .....	65
<i>Running Repairs</i> .....	65
The Mechanics of	
Enchantment .....	65
<i>Enchanted Items that</i>	
<i>Act Upon the Ship</i> .....	67
BUILDING THE HERMES.....	67
Constructing and	
Preparing the Vessel.....	67
Enchanting The Hull .....	68
<i>Shape of the Coastal Buss</i> .....	68
<i>Magical Ballast</i> .....	68
Aids to Navigation .....	69
<i>The Unerring Navigator</i> .....	69
<i>Follow the Coast</i> .....	69
Into the Wind.....	70
<i>The Tillerman</i> .....	70
<i>Man the Sails</i> .....	70
Outfitting the Ship.....	70
<i>Gather the Wind</i> .....	70
<i>Cutting the Waves</i> .....	71
<i>The Ship's Hearth</i> .....	71
<i>False Fire</i> .....	71
The Finished Ship .....	71
OUTLANDISH VESSELS.....	71
Submarine Vessels .....	71
<i>Poseidon's Chariot</i> .....	72
<i>The Mermaid's Kiss</i> .....	72
<i>Catching the Tidal Winds</i> .....	72
Ships of the Sky .....	73
<i>The Sky is My Ocean</i> .....	73
Sailing the Void.....	73

<i>Travel to the Magic Realm</i> .....	74
THE SAILOR'S GRIMOIRE.....	74
Spells to Aid Sailing .....	74
<i>Sail With the Tide</i> .....	74
<i>Lifting the Storm</i> .....	74
Ships Made From	
Unusual Materials .....	74
<i>The Houseboat</i> .....	74
<i>The Sandsip</i> .....	75
SUPPORT FROM OTHER TRADITIONS.....	75

## V. The Intangible Assassin 77

WHY INVENT THESE EFFECTS? .....	77
WHAT IS WIZARD'S WAR? .....	77
TUNNEL SPELLS .....	78
What is an Intangible	
Tunnel Effect?.....	78
Tunnel Variants .....	80
<i>The Minute of Reckoning</i> .....	80
<i>The Cursed Day</i> .....	80
<i>Wizard's Siege</i> .....	80
<i>The Evil Eye</i> .....	80
<i>The Master's Message</i> .....	81
Manipulating the Tunnel.....	81
<i>Arcane Seal</i> .....	81
<i>Break the Siege</i> .....	81
Defending Against	
Intangible Tunnels.....	82
<i>Assassin's Bell</i> .....	82
<i>Listen to the Bells</i> .....	83
<i>Eyes for the Lurking Assassin</i> .....	83
<i>Flesh Crawls at the</i>	
<i>Intangible Touch</i> .....	83
<i>See the Light of Magic</i> .....	83
WIZARD'S WAR TUNNEL EFFECTS .....	83
First-Magnitude Effects .....	83
<i>Sense of the Lodestone</i> .....	84
<i>Befuddled Speaker</i> .....	84
<i>Searing Touch</i> .....	84
<i>Chill Touch of Exposure</i> .....	84
<i>Fingers for Eyes</i> .....	84
<i>Breath of the Sleeper</i> .....	84
<i>Nails of Iron</i> .....	84
Second-Magnitude Effects .....	84
<i>Sulfurous Membrane</i> .....	84
<i>Claw of the Gladiator</i> .....	85
<i>Close the Black Gate</i> .....	85
<i>Snatched Voice</i> .....	85
<i>Slap of Absent Magic</i> .....	85
<i>Touch of Falling Feathers</i> .....	85
<i>Break the Shield</i> .....	85
Third-Magnitude Effects .....	85
<i>Trap of Amber</i> .....	85
<i>Curse of the Blasted Heath</i> .....	86
<i>Fading Star of Evening</i> .....	86
Fourth-Magnitude Effects .....	86
<i>Lungs of Drowning</i> .....	86
<i>Face of Molded Clay</i> .....	86
<i>Fist of Crippling</i> .....	86
<i>Kiss of Aging</i> .....	86
<i>Paralysis of The Gift</i> .....	86
GATHERING CONNECTIONS .....	86
Blood .....	86
<i>Eyes of the Hawk</i> .....	87

<i>Licking the Blade</i> .....	87
<i>Division According to Blood</i> .....	88
<i>Breath of the Glassworker</i> .....	88
<i>The Shattered Goblet</i> .....	88
<i>The Thirsty Dagger</i> .....	88
<i>Miniaturist of Venice</i> .....	89
<i>Crystal Rain</i> .....	89
<i>Glass Broom</i> .....	89
<i>The Prodigal Returns</i> .....	90
Books and Laboratory Texts.....	90
<i>Pages of the Unfinished Story</i> .....	90
Blood Relative .....	91
<i>Blood of My Enemy</i> .....	91
Certamen.....	91
<i>Wizard's Breath Stolen</i> .....	91
Horoscopes .....	91
<i>Convergence of Birth</i> .....	91
<i>Convergence of Place</i> .....	92
<i>Simulacrum of the Spheres</i> .....	92
Names .....	93
Signature .....	93
<i>Dance of the Spidery Ink</i> .....	93
Symbolic Representation .....	93
<i>Mirror of the Frozen Scene</i> .....	93
INCREASING THE CASTING TOTAL.....	93
Vis .....	93
A War Party of Magi.....	94
The Problem of the	
Aegis of the Hearth.....	94
<i>Absent Mind of the Scholar</i> .....	94
<i>Guttering of the Home-Fires</i> .....	94
<i>Removing the Hearth's Keystone</i> .....	94

## VI. The Living Corpse 96

CREATING A LIVING CORPSE .....	96
A Living Corpse Using Spells .....	97
<i>Imprison a Ghost in a Vessel</i> .....	97
<i>Animate the Slumbering Corpse</i> .....	97
<i>Passing the Reins of Corpus</i> .....	97
A Living Corpse Using	
Magical Enchantments.....	98
Lesser Enchantments:	
<i>The Walking Centurion</i> .....	98
Charged Items:	
<i>The Necromancer's Blades</i> .....	100
<i>Invested Device:</i>	
<i>An Orb and a Crown</i> .....	101
<i>Invested Device:</i>	
<i>The Necromancer's Grimoire</i> .....	102
<i>Invested Device: The Lesser</i>	
<i>Necromantic Manuals</i> .....	104
<i>Talismans</i> .....	104
A Personal Living Corpse.....	106
THE LIVING CORPSE.....	107
On Ghosts and Spirits.....	107
<i>The Type of Ghost</i>	
<i>a Spirit Becomes</i> .....	107
Magic Realm Living Corpse... 108	
<i>Magic Might</i> .....	108
<i>Virtues and Flaws</i> .....	109
Characteristics.....	109
Abilities.....	110
Magical Qualities	
<i>and Inferiorities</i> .....	111

Personality Traits.....	111
Other Realm Ghosts .....	111
Divine Ghosts .....	111
Infernal Ghosts.....	112
Faerie Ghosts.....	112
Life as a Living Corpse.....	113
Advantages.....	114
Disadvantages.....	114
<b>A NECROMANTIC MISCELLANY.....</b>	<b>115</b>
Creating and	
Animating Corpses.....	115
Create a Human Corpse.....	116
Create a Dead Turb .....	116
Control the Dead Turb.....	116
Conjure a Dead Army .....	116
Control the Dead Army .....	116
Conjure the Horde of the Dead ..	116
Control the Dead Army .....	117
Conjure the Walking Dead .....	117
Conjure the Colossus .....	117
Awaken the Colossus .....	117
Grave Hounds.....	117
The Collar of Charon.....	117
The Wand of Commanding	
Charon's Pack.....	118

<b>VII. The Menagerie</b>	<b>119</b>
<b>of Magical Beasts</b>	
LOCATION AND ESTABLISHMENT .....	119
Surveying the Lands for Magic... ..	120
The Building Site.....	120
The Wand to Produce	
a Forest Overnight .....	121
The Buildings .....	121
Conjure the Mighty Barn .....	122
The Backers.....	122
LIVESTOCK.....	123
Finding Magical Creatures .....	124
The Chorus of the	
Distressed Hare.....	125
Creating Magical Creatures ... ..	126
Conjuring the Magical Wolf.....	126
Fashion the Ancient Worm .....	127
Capturing Magical Creatures .	127
A Ring to Approach	
Animals Undetected .....	128
A Net of Immobilization .....	128
Trap of the Humane Hunter .....	128
Transporting and Containing... ..	128
The Saddle of Settling	
the Wild Stallion.....	129
Instantaneous Transportation	

of the Captured Beast .....	129
The Staff of	
Convenient Shipping.....	129
Feeding.....	129
Healing.....	130
The Breath of Life Returned.....	130
Common Creature Diseases .....	130
Mystical Branding .....	130
The Brand of Ownership .....	130
The Brand of the	
Aroused Stallion.....	131
The Brand to Ward off Rustlers..	131
Reproduction.....	131
Breeding in the Menagerie .....	132
Breeding Strategies.....	132
Horn of Hearing the	
Cow Laden with Child.....	134
Birthing and Weaning .....	134
Ease of Birthing.....	134
Taming and Training .....	135
Staffing a Menagerie .....	135
HERMETIC RELATIONS .....	138
Interactions.....	138
Reactions.....	138
OPTIONAL RULES FOR BREEDING .....	140
Producing Offspring .....	140
Inherited Traits of Offspring ..	141

## List of Inserts

Using Other Supplements.....	6
Story Seeds for	
Mythic Europe's Volcanoes .....	10
Volcanic Rock as an	
Arcane Connection .....	13
New Virtue: Volcanic Minerals .....	19
Story Seed: Tophet's Gate .....	20
Story Seed: Tophet's Gate (cont'd).....	21
Story Seed: Vulcan's Forge .....	23
Story Seed: Eternal Spirit of Flame ..	24-25
Story Seeds for Medieval Buildings.....	31
Exempli Gratia: The Thirteenth Tower ..	32
Site Story Seeds.....	33
Babel: Infernal or Divine?.....	33
Seneca's Folly.....	34
Political Story Seeds.....	35
Covenant Boons and Hooks.....	36
De Architectura .....	37
Using Alchemy to Support Craftsmen... ..	38
Hermetic Architecture .....	38
Tower Environment Story Seeds.....	43
Minor Story Seeds.....	48
Significant Story Seed:	
Where Angels Fear to Tread.....	49
Story Seeds of Moral Temptation .....	51
Faerie Story Seed: Out of the Shadows ..	51
Far-off Tower Story Seed:	
Spire on the Horizon .....	52
Ship Damage .....	53
Ship Sizes and Capacity.....	54
Suggested Shipwright	
Virtues and Abilities .....	55
Story Seed: Vendetta.....	56
Story Seeds for Finding	
a Shipyard Location .....	57
The Resting Place of Noah's Ark.....	59
Team Training Story Seed:	
Suspicious Minds .....	59
Laboratory Story Seeds: Far and Wide ..	59
More on Laboratories.....	60
The Shipyard as Mundane Workshop... ..	62
Shipbuilding Story Seeds .....	64
Support for Mysteries .....	65
A Comment on Hermetic Architecture ..	66
Shape and Material Bonuses.....	66
Story Seeds for Enchanting the Hull .....	68
Using Ptolemaic Coordinates .....	68
Interaction Between	
Navigational Effects .....	69
Story Seed: The Home of the Winds.....	73
The Art of Binding.....	73
Story Seed: The White Whale.....	74
Story Seed: The Ship of the Damned ..	75
Story Seed: The Demon	
that Stared Back.....	79
Required Laboratory Totals .....	80
Story Seed: Bridge to the Magic Realm ..	81
Story Seed: Foot-Soldiers of the Master... ..	87
Story Seed: School of Assassins .....	88
Story Seed: House of the Assassin .....	90
Story Seed: Vandals in the Library.....	93
The Fleshy Vessel .....	96
Exempli Gratia: Bonding a	
Ghostly Warder to a Corpse .....	97
Story Seeds.....	98
Muto Vim Spells and	
Enchanted Devices .....	99
Spells to Make and Shape	
a Bone Book Cover.....	103
Story Seeds: In the Graveyard .....	104-105
The Third Method .....	106
Rate of Decomposition .....	108
Darius as a Living Corpse.....	110
Hermetic Interactions .....	113
Destroying the Enchanted Device .....	114
Animated Custos .....	115
Created Corpse .....	115
A Walking Colossus .....	116
Created Revenant .....	116
Grave Hound .....	118
Can I Make a Magic Lore Roll?.....	120
Story Seed: A Grisly Find.....	121
Integrating Covenants.....	122-123
Magical and Faerie Animals.....	124
Insects.....	124
Bees, a Preferred Stock .....	125
Story Seeds for Finding	
Magical Creatures.....	126
Optional Grappling Rule .....	127
Unicorns.....	127
Story Seed: A Curiously Common Bait ..	128
Types of Animals .....	131
Original Research: Creating	
Inheritable Magical Traits.....	133
Modern vs. Medieval Terminology .....	133
Magic Might and Maturity.....	134
Powers as Tricks .....	135
Integrating Lords of Men.....	136
An Animal-Keeper's Library .....	136-137
Story Seed: An Illicit Love Affair .....	138
Story Seed: Never the	
Twain Should Meet .....	138
Shape & Material Bonuses	
of Magical Creatures .....	139
Story Seed: Enchanting a Live Egg .....	141