

SATURNAGOGY

Drinks are on me!

Saturnagogy: the study and power of turning one's magic upon themselves, and releasing it through their pores as a liquid or pheromones. The act itself is said to bring a heady sensation similar to drinking, but König can't functionally prove this just yet. The spells within this classification empower Saturnagogues in a myriad of ways, and often affect the humors of others. While the liquids created are mildly poisonous to any but the creator they have certain uses when combined with alcohol.

Note: Any uses of Athletics-based spells gives the Drugged Condition to anyone other than the user, or unless they were used from a tincture created by Magical Distillation. Also, the liquids secreted by use of these spells always comes from the forearms and hands, and only does so when an appropriate spell is cast.

Key Attribute: Stamina

Stamina is the most important Attribute for any practitioner of Saturnagogy. Much of its magic works to coalesce the humors and ambient mana in their body, and the harder you are the more proficient your magic.

Key Skills: Athletics, Socialize

Athletics encompasses the rigors of Saturnagogy, and the potential toll it can take on a caster's body. When stimulating outside forces Socialize tells them how best to play a situation to their benefit on a subconscious level, and ensure victory and survival.

Sanguine Frenzy

Cost: 1 Mana

Dice Pool: Stamina + Athletics + Saturnagogy

Action: Reflexive

Duration: Scene

When the going gets tough a Saturnagogue gets drunk on her own power. The secretion of the liquid that constitutes Frothing Madness is greenish-yellow and fairly bitter in taste, and allows the caster to stand where others would fall. When her last health box is marked off with bashing damage she doesn't have to roll for unconsciousness, and doesn't become incapacitated if her last health box is marked off with lethal (along with all the danger that entails).

Magical Distillation

Cost: 5 Mana

Dice Pool: Stamina + Athletics + Saturnagogy

Action: Extended, 30 successes

Duration: Indefinite

Through Magical Distillation a caster can imprint one of their spells into tincture. Alcohol is required, and the black-ish liquid the Saturnagogue releases are mixed within. This byproduct can store a spell for later use, or even enable another to benefit from it. When a Tincture is used the original caster's dice pool is rolled for its given effect. Only instant and reflexive action spells may be saved in this manner, and a caster can only have as many prepared Tinctures as his Saturnagogy score.

Blind Rage

Cost: 1 Mana

Dice Pool: Stamina + Socialize + Saturnagogy versus Resolve + Stamina.

Action: Instant, Contested reflexively

Duration: Scene

The Saturnagogue lets out a cry and pheromones teeming with her choleric humor. Any enemy within as many yards as her Saturnagogy score that is not attacking her suffers her Saturnagogy score as a negative.

Dragon Breath

Cost: None

Dice Pool: Stamina + Athletics - Defense

Action: Instant

Duration: None

Whether they have a fatty diet or not the Saturnagogues know how to forcibly rearrange and empower their humors to forcibly give themselves heartburn. However, when forced to wretch by this increase in cholera they instead release a stream of something similar to fire. This attack does not burn like mundane or magical fire, but does do lethal damage and ignores all forms of mundane armor (buffed or otherwise). The caster uses her Saturnagogy score as a weapon modifier for this attack. Should the attacker score an exceptional success then the target suffers from the Poised Tilt (mild variant, CoD, p286).

Pungent Perfume

Cost: 3 Mana

Dice Pool: Stamina + Socialize + Saturnagogy, each roll is 1 minute of concentration

Action: Extended, 15 success

Duration: Indefinite

Often used during a drunken revelry or when dealing with less sociable elements Saturnagogues with this spell find themselves more in tune with their sanguine humors and release a constant stream of pheromones that just make it a bit easier for other people to accept them - or in the case of more intimidating casters, fear them. Pungent Perfume increases a single Social Attribute by the caster's Saturnagogy score until they wish to drop this spell.

Saint Vitus Dance

Cost: 1 Mana

Dice Pool: Stamina + Athletics + Saturnagogy

Action: Extended, target 3

Duration: Saturnagogy in turns

In what is most certainly unnatural even by the newly changed world's standards, the Saturnagogue mixes their choleric and sanguine humors to produce a rank, titian liquid. Once drunk Sanguine Frenzy confers the effects that are listed below to the user. This spell may be deactivated reflexively, or naturally run out on its normal timer. Afterwards the user suffers the Sick Tilt (grave variant) for as many hours as turns this spell was active.

- May spend 1 Mana to receive 8-again on a mundane physical action.
- Their Initiative, Speed, and Defense are doubled.
- They receive 2L every turn as their organs are slowly burned away. This damage may not be healed by any form of magic.

Amiable Aroma

Cost: 1 Mana

Dice Pool: Stamina + Socialize + Saturnagogy - Composure

Action: Instant

Duration: Indefinite

With a whisper and sanguine pheromones exhaled the Saturnagogue will find a target much more pleased (if not excited) to do as she wants. When active Amiable Aroma applies the Swooned Condition (CoD, p291) to a target.

Kiss of the Devil

Cost: 1 Mana

Dice Pool: Stamina + Athletics + Saturnagogy versus Resolve + Composure

Action: Reflexive

Duration: Scene

When cast the substance of Kiss of the Devil is an odd grey or white that works against an opponent's melancholic humors, and brings them fully to bare. Kiss of the Devil requires a touch attack, and upon success gives the target the Insensate Tilt. The Saturnagogue may only inflict this Condition on one person at a time.

Puissant Panacea

Cost: 1 Mana

Dice Pool: Stamina + Socialize + Saturnagogy -1 for every ally present

Action: Instant

Duration: Indefinite

With a proud shout and a flush of sanguine pheromones the Saturnagogue empowers their allies in battle, and pushes them to even greater heights. For as many turns as successes the caster and her allies receive the Inspired Condition towards resolving whatever threat lay

before them, and ignores all Wound Penalties. If the Inspired Condition is not resolved before the spell's effect ends it is simply shed without recourse. Resolving the Inspired Condition from this spell does not confer a Beat.

Predator's Bane

Cost: 1 Mana

Dice Pool: Stamina + Socialize + Saturnagogy

Action: Instant

Duration: Scene

The Saturnagogue plays on the phlegmatic humors of beasts with Predator's Bane. The caster releases pheromones barely noticeable to humans, but utterly disgusting to animals. Beasts of one stripe or another avoid the Saturnagogue, and give them a breadth equal to their Saturnagogy score in yards. Any measure of violence against an animal, however, causes them to ignore this spell.