

LOST MAGIC



Glossary

Eldren	The Old People, those who dwelled on Skjalvar before and who had an amazing grasp of science and magic.
Skjalvar	An island country with a long and secretive past. Once populated by the Eldren, a race of humans with magic and technology beyond the ken of modern man.
Erindraum	The capital city of Skjalvar.
Ecclesiarchy	The priesthood and religious orders of the state religion (which has no name as it is considered to be true and self-evident).
Maker, The	The Maker is the deity revered by the Ecclesiarchy and everyday people of Skjalvar.
Minneskrin	A minneskrin (meaning Memory Shrine) is a High Magic construct that contains the decanted memories of elders considered worthy of being uplifted to immortality at a Ceremony of Making during the Winter Solstice at the Ecclesiarchal Palace.
High Saint	A ranking individual in the Ecclesiarchy. In order to obtain this rank one must be a Made. Saints are the ultimate authority in the Ecclesiarchy and have a powerful block vote in the High Council.
Saint	A respected religious figure who has died in the aid of the Maker's cause. May either be completely dead or have essential memories contained in a minneskrin.
Made	An individual whose physical body has perished but whose mind has been uploaded into an immortal mechanical body.
High Council	The ruling political body in Skjalvar. It consists of several factions, each of which has a block vote on any issue being considered. The High Saints have the most powerful block vote on the council followed by the Made. Each guild then has a less powerful block vote. The High Saints and Made rarely vote on

matters of mundane importance so in a real way the guilds run the day-to-day concerns of Skjalvar. There is a guild representing each of the main professions, so craftsmen, miners, scholars, soldiers, explorers and so forth.

Making, Ceremony Of	At the Winter Solstice every year at the hour of midnight this ceremony is held. One person can be Made or around 20 people made into a minneskrin (or minneskrins) during the ceremony when the Deus Ex Machina begins to function.
Deus Ex Machina	A poorly understood relic of the Eldren, the Deus Ex Machina (often referred to as The Machine for short) is an enormous armillary sphere that moves through the year to track the heavens. When set correctly and used in a ceremony at the Winter Solstice, the device can be used to decant the thoughts and memories from an alchemically preserved decedent into a mechanical body or a minneskrin. Use of The Machine has improved over time such that the fidelity to the original personality and mind is quite close, though repeated decantings from one mechanical body to another causes degradation in the stored pattern over time.
Keepers, The	A race of dwarf-like humanoids who dwelled on Skjalvar before the humans came. Long ago they were servants of the Eldren and were charged with guarding Skjalvar and keeping its technologies and magics out of the hands of man. They live on the surface and it is taboo for them to delve into Skjalvar's depths or to use the technologies left here.
Defilers, The	Defilers are a splinter group of Keepers who have turned their back on the task set for them by the Eldren. They live underground (where the Keepers cannot go after them) and trade in artifacts, magic and ores with humankind.
Low Magic	This is the everyday magic used by much of the world and comes in many forms. It requires latent magical talent and then training in techniques and lore as needed to shape and use magic. It is a science that relies on defined actions that yield predictable results. Nobody is entirely sure what determines whether an individual has the talent for magic, but it is often expressed unconsciously in a child's teenage years.
Holy Magic/High Magic	The magic of the Eldren. It is poorly understood and seems to act differently depending on a multitude of factors, some of which are difficult to replicate. Generally it is found in the form of devices that have strange abilities but High Magic also leaks out into the world near Eldren sites, causing people and creatures to mutate into strange monsters or to gain bizarre talents. AKA Lost Magic for the non-religious..
University of the Arcane	One of the prestigious universities of Erindraum.

Issues

- ☐ Tensions between the Ecclesiarchy and Academia
- ☐ The Price of Technology
- ☐ Mysterious and Unexplored Ruins
- ☐ Strange Creatures and Devices

- ❑ Tension with the Keepers
- ❑ Calcified Power Structure

Skjalvar's Past

Skjalvar is an island nation whose human population settled there within the last millennium. Pilgrims from a splinter sect of a well-established religion sought freedom to seek human apotheosis through old magics, the exploration of which had long been prohibited.

Skjalvar was a place of legend, a seat of eldren learning and magic that had long been thought lost. Described in dusty, forbidden texts and whispered of throughout history, the island served as the dream of a promised land for the pilgrims.

They were not without their patrons and as the ruling elite tightened its grip on the orthodox faith desperate expeditions were financed to find Skjalvar. The journey was hazardous and difficult, with the explorers needing to overcome the navigational hazards of ice floes and violent eruptions of steam that characterised the northern oceans in which the island was said to lie.

On one fateful day the ship *Dream of Transcendence* was surveying a poorly-mapped region of the sea when a cataclysmic event occurred off in the distance. Terrible energies were unleashed and a coruscating wave of bright lights streaked through the sky. A pillar of fire raged into the heavens and then abruptly ceased. When the smoke and steam cleared the ancient cliffs of Skjalvar rose high above the sea.

The energies to which they had been exposed caused corruption and death in the bodies of the crew, but a scant few held on for long enough to return home and bring news of Skjalvar's return before succumbing to their condition.

Over the next century multiple waves of pilgrims took ship and settled the land of Skjalvar. Their life was difficult to begin with but advances in magic and technology unlocked by studying the ruins and profit made by trading dross and other materials across the sea enabled them to begin carving out a city towards the coast of the island, where the warm sea currents keep the weather temperate rather than icy. The captain of the expedition that found Skjalvar, Erin Verger, was immortalised forever by the pilgrims when they named their new capital city *Erindraum* (Erin's Dream) in her honour. Erin was also appointed to the ranks of the saints of the Ecclesiarchy and is considered the patron saint of explorers.

The Capital City - Erindraum

Erindraum is a thriving and populous coastal city that has been constructed on foundations left from Old Skjalvar. The seat of the Ecclesiarchy and the High Council, Erindraum is a centre of trade, art, artifice and academic excellence. Enjoying more temperate weather than the inland of Skjalvar, the city is built on a long, gentle slope that culminates in a natural harbour. The harbour has sea defences surviving from the Old Times which are marvelously effective and make the port a joy to approach from the sea.

As you proceed inland from the harbour you will find that the city becomes more exclusive, with the Church of the Maker perched at the top of the slope near the prestigious Odinskole. Here the great and the good dwell in their palaces and towers with excellent views to sea.

While there is little possibility of an army marching upon Erindraum the city is walled. This is largely a remnant of older times when marauding beasts, Keepers and other threats made the construction of defences essential. Now that the immediate surroundings offer few threats the city is in the process of spreading beyond its walls and the inner, walled part is referred to as The Citadel. The guilds are trying

to persuade the High Council to construct new defences around the expanded city but so far have been unable to win sufficient votes. As a compromise cannon have been installed at watchtowers around the greater city to enable a defence to be mounted if any threats should materialise.

Beyond Erindraum

There are relatively safe roads leading to towns and villages with regular armed patrols. There are some towns where magic permeates certain areas that causes strange mutations or weird abilities. Sometimes these are beneficial but sometimes they cause hideous changes and psychotic delusions and the like. Needless to say there are many, many ruins and relics of the Old Times to be found off the beaten path, though most of the ancient buildings and catacombs within a few hundred miles of the city walls have been quite thoroughly picked over.

Monsters are out there.

Tenets of the Religion of the Maker

It is believed that the Maker deliberately gave human beings an imperfect, temporary form so that they would strive to better themselves. Those who work hard to improve themselves receive rewards not after death but while they are still alive. Indeed, with the tools hidden away for them by The Maker they can become immortal and avoid death altogether. The Maker therefore leads humans to transcendence with his relics and his patient tinkering.

Complex machines are revered and killing people is considered a high sin. How can a person improve himself in the image of the Maker if he has been killed? In day to day life the religion imposes few requirements upon its adherents (but maintains a strong grasp on temporal power).

Characters & Aspects

Urverk (Blake)

High Concept:	Partly Clockwork Brass-smith & Golemancer
Trouble:	I must forge my legacy
Other Aspects:	Always In Demand
	I'LL deal with this!
	There's always time for perfection

Stian Einar (Rodrigo)

High Concept:	Healer and Protector of the People
Trouble:	Too Many Masters
Other Aspects:	Part-Time Member of the Mercenary Guild
	"Occupy Erindraum" - Activist for Equality
	<i>Pending</i>

Kaja Valsdottir (Jon) - Now left the game

High Concept:	Power-Hungry Illusionist
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Trouble:	Parental Guidance
Other Aspects:	Succeed at Any Cost
	Dance, Puppets
	Fake It 'til You Make It

Kaja Valsdottir is the daughter of Valdermar, Head of the Odinskol and one of the Made. Though loyal to the Odinskol she has been placed as an exchange student at the University of the Arcane in an effort by Valdermar and Shonah Vier, her aunt, to bring the two schools closer together. Master Urverk has been assigned as her mentor at the University, though the fact that he himself is only a guest speaker for the school is not lost on her.

Kaja's time at the University has been tumultuous. She quickly rubbed both Master Urverk and her fellow students Bran and Stian the wrong way and has fallen out with them on multiple occasions. This culminated in her organising a public smear campaign against Master Urverk after he and Stian attacked and stole from her whilst on a field trip. The campaign backfired when the story was twisted to portray her as the victim of a sexual assault, forcing her to work to rescue Urverk's name to save her own.

Kaja has a number of ongoing schemes. She is aware that someone is trying to blackmail her, though she has thus far been able to play their games well enough to take the prizes offered her without falling into their trap, and has also stolen important artefacts from both the University and the Archivist's Guild. She hoards these items in a secure location inside the Odinskol, waiting for a time they may come in useful.

Additionally, she has been asked to assist Stian (who unbeknownst to her has been hired by her mother as her bodyguard) and the Erinsdraum Constabulary in planting Stian in the terrorist organisation known as Jalfnada. Whilst the two have discussed plans on how to achieve this they are yet to put any of them into action, mostly due to their frequent arguments.

Most recently, Kaja was spurned by the group as they travelled to the continent of Rima after an invite was extended to Master Urverk and he elected to leave her behind. The group currently has no idea what she's been up to after being left unattended for two months.

Njall Ketillsson (Guy)

High Concept:	Unnaturally Talented Alchemist
Trouble:	Mixology Curiosity
Other Aspects:	A Head In The Clouds Gives A Wonderful View
	Ancient Lore, Modern Methods
	Tensions Of A Guilded Age

NPC Factions

The Erindraum University of the Arcane

Aspects

Thirst for Lost Magic

Progressive and forward thinking Faculty

Reputation for risk-taking

Mistrusted by the Ecclesiarchy

Approaches

Great:	Clever
Good:	Sneaky, Flashy
Fair:	Forceful, Quick
Average:	Careful

Locations

The West Library

A comfortable and hearth-warmed room with wood panelling, books and a discreet atmosphere. Private meetings can be held here without concern.

The Odinskole

Aspects

Steeped In Tradition

Conservative Thinking

Holy Magic is for those who believe

Trusted by the Ecclesiarchy

Approaches

Great:	Quick (through having lots of resources & allies)
Good:	Careful, Clever
Fair:	Forceful, Flashy
Average:	Sneaky

The Erindraum Guilds

Aspects

Peace Means Prosperity (Tends towards conservatism)

Impressive Bargaining Power

Fractious Guildmasters

Overflowing Coffers

Approaches

Great:	Careful
Good:	Sneaky
Fair:	Clever
Average:	Forceful, Quick

NPCs

Scholar Skarl (Student of the Erindraum University of the Arcane)

Aspects

High Concept:	Savant Scholar
Trouble:	If Only People Were Machines
Other Aspects:	Hard Work Makes All The Difference
	One Day I'll Be A Master
	Ungainly But Sturdy

Scholar Solvir Keen-Eye (The Odinskole)

Aspects

High Concept:	Competitive Archaeologist
Trouble:	Why do the work myself when pawns can do it for me?
Other Aspects:	Focused on the details
	Tool of the Ecclesiarchy
	Empathy is a curse
	I Will Ruin Urverk
	Temporarily Disgraced

Skills

Superb	Notice
Great	Lore
Good	Rapport, Resources, Physique
Fair	Contacts, Deceive, Crafts
Average	Athletics, Burglary, Provoke, Empathy

Stunts & Extras

Monocle of Far-Sight

The monocle is a bulky monocular device that interrupts the shape of Solvir's face and which has a lens that glows with golden-red light when in use. It has optical magnification and night vision modes and also allows him to see sources of holy magic and analyse their workings. Finally it can be paired with specially attuned tracking devices to help him find his targets. The monocle is an aspect that gives permission for actions with Notice that would ordinarily be impossible and is invocable in circumstances where the monocle's vision modes would logically be of assistance.

Heinrich Wulff, Guildmaster of the Cheesemakers (The Erindraum Guilds)

Heinrich has recently been experimenting with a machine that introduces very narrow copper wires into the cheese to produce a very refined and distinctive flavour of blue cheese. He built this with the help of Urverk.

Arch Chancellor Shonah Vier (The Erindraum University of the Arcane)

Shonah Vier is a forceful woman in her mid-sixties. She would be a candidate for Making, but she and her university are mistrusted by the Ecclesiarchy and it is unlikely that she will ever receive this accolade. She is philosophical about this and believes her teachings will let her live on even if she never gains a mechanical form. That's not to say that she won't look for any sign of another device like the one in the possession of the Ecclesiarchy that may enable her to outlive her mortal span.

She is an expert with ritual magic and has a particular focus on divination. Though the future is a hazy place and difficult to read she is often able to intuit information about potential finds. It is unfortunate that the interfering haze of background magic around many of the Eldren ruins make divination a less than exact science.

Shonah Vier was once a high-ranking member of the Odinskole but disagreed with how they kept all of the secrets of the technology for themselves and ended up leaving to make her own University. She is the great-aunt of Kaja (Jon's character) and will possibly vouch for Kaja to help with integration into the group.

Aspects

High Concept:	Oracular Arch-Chancellor
Trouble:	You have to speculate to accumulate
Other Aspects:	My students are my legacy
	Yearning for field work

Skills

Superb:	Lore
Great:	Contacts, Resources
Good:	Will, Rapport, Empathy
Fair:	Provoke,
Average:	Burglary, Physique
