

Magick - The Heptarchia Mystica

DE HEPTARCHIA MYSTICA (Dialmns, ypsius
Creationis, Stabili... legibus) Colles taneorum



The planetary Magickal abilities are based on (and vastly simplified from) the Heptarchia Mystica system developed or discovered by John Dee in the 16th Century.

Heptarchic magick depends on knowledge of the Heptarchs and Angelic Entities governing the seven planets and their influence. Despite its angelic origins, sinful men can use Heptarchic magick (Demons and black magicians use Infernal Magick, obviously not something good, honest, God-fearing men would dabble with).

| <i>Heptarch</i> | <i>Description</i> | <i>Domain</i> | <i>Secondary</i> |
|-----------------|--|--|------------------|
| <i>Sun</i> | 'Beauty' is suffused with the golden lambency, and rates to balance and moderation. Guarded by lions it resembles ancient Savannah. Its dry, shimmering heat denotes its fiery nature, its golden light emanates from the sphere of the sun. | Wisdom, understanding, science, philosophy; Seas, ships and sea creatures, birds; Health | Venus |
| <i>Moon</i> | 'Foundation' - here referring to structures underlying the visible, not to the physical act of founding - relates to the subconscious. It's a realm of hidden passages, hissing pistons, and levers; the motors of the world. Its ever-turning, unmappable nature reveals its ties to air; its deep purple light shines down through a million gratings and kaleidoscopic skylights from the sphere of the Moon. | Mathematics, politics, doctrine; Light, magical beings, operations of the earth, wonders; Madness | Saturn |
| <i>Mercury</i> | 'Splendour' shines from orderly lines and figures drawn within infinite latticework deep orange cloth-of-bronze, shot through with fractal, threaded patterns. The patterns ultimately resolve in to the gateway to the sphere of Mercury. It holds the nodal points where the four elemental corners meet, somewhere at its centre, and relates to intellect, logic and language. | Depths and secrets of the Earth, caverns, the part; Judgement, Hell, the Gates of Death, Fire; Languages, magick | Jupiter |
| <i>Venus</i> | 'Victory' hangs in space, a pillar of cloud and storm lashing an emerald-green sea, powerfully tied to water and related to emotion. Across its waves lies the sphere of Venus. | Perfection of nature, metals, art; Divination, heights and works of the air; Beauty, love. | Moon |
| <i>Mars</i> | 'Severity' appears as an arsenal of iron chariots; the weapons, walls and armoured figures all glow with ruddy fire. It relates to violence and destruction(which <i>can</i> be used for good, but must be controlled). Obviously it's associated with Mars. | Depths of the Water, mysteries of Water, duality, deep emotion; Breath of life, plants and animals, birth; War. | Sun |
| <i>Jupiter</i> | 'Mercy', in generosity and protection, appear as a brilliant blue temple mirrored in blue airy skies. It abuts the sphere of Jupiter. | Treasures, Mysteries of the Earth, subterranean rivers; Time, pattern new worlds, new people and dynasties; Ariel sprits, humous, emotions | Mars |
| <i>Saturn</i> | 'Understanding' is crucially concerned with comprehension. It can be seen as a black cave full of rich food smells. It touches the sphere of Saturn. Deep within it are the true springs of elemental water and the lush cornucopia of elemental earth. | Humans; wicked spirits, the doings of Evil Men; invisibility, petrification, darkness | Mercury. |

Heptarch: The Specific Ability;

Domain: The areas the ability can magickly affect. There is a good deal of overlap in these domains, as befits an essentially medieval and feudal angelic hierarchy;

Secondary: The Heptarchs share responsibilities. Points spent from the secondary ability are equivalent to those spent from the primary ability in a casting. However, the caster must always spend at least 1 point from the primary ability to cast a spell.

Magick Use

Using a Magickal ability is like any other General ability use: roll a die, add any points you spend, and compare the result to the Difficulty.

However, Magick can be used in 3 ways, variations upon the spell and how it is defined and exercised:

1. **Inscribed spell** - casting ritual that is fully detailed, from scroll, grimoire or other reliable source, that describes precisely the how, what and when of that particular ritual.

Performing exactly as required may make the casting less difficult.

2. **Ad-hoc Ritual** of a desired spell created from a few notes and the exemplary knowledge of the Heptarchic Magickian over as little as a hurried few hours, or many more leisurely days.
3. **Evocation** of the Heptarch of the related **Angelic Host** directly to our World through the Magickian. Direct evocation is quicker, but significantly more risky to undertake than using Inscribed spells or Rituals. Evocation absolutely requires a named **Angelic Host**.

Note: **Evocation** brings the power of the **Angelic Host** to Earth as it is in Heaven. It is not a request for help or guidance, such as a ritual invocation, but is a direct manifestation of an aspect of the **Angelic Host**. Thus the Magickian must Manage the Stress of Angelic Regard for the Duration.

Using a Magickal ability is like any other General ability use: roll a die, add any points you spend, and compare the result to the Difficulty.

However, you must spend at least 1 point from your specific Heptarch ability pool being used. Other points may come from other pools if needed. See below.



Effects:

Different Magickal Effects have different minimum spends from their utilised Heptarchic Ability, and base difficulty to perform. See *Appendix 1 - Definitions* for guidance in their meaning.

| <i>Effect</i> | <i>Difficulty</i> | <i>Minimum Spend</i> |
|--------------------------------|-------------------|----------------------|
| <i>Invocation, abjuration</i> | 3 | 1 |
| <i>Divination, obfuscation</i> | 5 | 2 |
| <i>Alteration, restoration</i> | 7 | 3 |
| <i>Domination, liberation</i> | 11 | 6 |
| <i>Creation, destruction</i> | 13 | 9 |

If you have insufficient points in the relevant Magickal pool, you must spend points from other pools instead, at the following ratios of spent pool points to effective points added to the die:

- **Secondary Magickal ability:** 1 pool point spent equals 1 effective point. Each Magickal ability has a “secondary” ability listed on the table, as the Heptarchs share responsibilities over their planetary spheres.
- **Other Magickal abilities:** 3 pool points spent equals 2 effective points.
- **Alchemy, Astrology, Language (Enochian), Mathematics, Occult Studies, Theology:** 2 pool points spent equals 1 effective point.
- **Architecture, Art-Making, Craft, Performance:** 3 pool points spent equals 1 effective point.
 - *Describe how you involved your artistic ability in preparing or casting the ritual.*
- **Health, Stability:** 4 pool points spent equals 1 effective point.
 - *Describe the specific debility, madness, or injury you court or cause yourself to prepare or cast the ritual.*
 - These points do not refresh until the end of the adventure.

Requirements and

Artefacts

All **Inscribed** spells and **ad-hoc conjuration** rituals absolutely **require**:

- The caster to be within an inscribed circle or pentacle
- Drawing or writing the specific sign of the spell or its patron entity, often as part of the circle
- Forthright speech in Latin, Greek, Hebrew, or Enochian
- The use of one of: **fire, water** or **blood, incense** (or other odour such as **burning meat** or **blood**), or a **magickal scrying surface** such as a shewstone or mirror
- At least three hours of time

Evocations require:

- Name of an **Angelic Host** appropriate to the Heptarch from which the effect will be drawn
- Enochian language to shape the aspects of the Angelic Host manifested.



Multiple Casters

Multiple casters may participate in a spell or ritual by

- Spending 2 Magickal ability points, which do not add to the die.
 - Note At least 1 point thus spent must be of the **primary** or **secondary** Magickal ability being cast.
- They may then add Additional points to the ritual at **half** of all the primary Magician rates (rounded down)
- With or with out Additional points the other casters are inherent in the spell success or failure there after.

If any of the other casters do not have the needed Language ability, increase the Difficulty by +1.

Correspondences

Symbols, emblems, etc. that reflect or exemplify the Heptarch's influence.

| <i>Correspondences</i> | | | | | | | | | |
|------------------------|------------|---------------------|-----------------------|--------------------------|-----------------------------------|------------------|--|---------------|-------------------|
| <i>Heptarch</i> | <i>Day</i> | <i>Colour</i> | <i>Metal</i> | <i>Stone</i> | <i>Plant</i> | <i>Creature</i> | <i>Scent</i> | <i>Tool</i> | <i>Opposed</i> |
| <i>Sun</i> | Sunday | Gold, Bright yellow | Gold | Diamond, topaz | Acacia, Saffron, Birch, Ash | Eagle, Lion | Laurel | Orb | Moon |
| <i>Moon</i> | Monday | White | Silver | Pearl, Moonstone, Quartz | Mushroom, Poppy, Willow | Cat | Jasmine, Opium | Mirror | Sun |
| <i>Mercury</i> | Wednesday | Orange | Mercury (Quicksilver) | Opal, Agate, | Lavender, Mandrake | Jackal, Snake | Sandalwood | Pentacle | None |
| <i>Venus</i> | Friday | Green | Copper | Emerald | Apple, Rose, Lotus, Cherry, Alder | Swan, Lynx, Dove | Rose | Chalice | Mars |
| <i>Mars</i> | Tuesday | Red | Iron | Ruby, Bloodstone, | Garlic, Gentian, Ironwood | Wolf, Dragon | Blood, tobacco, gunpowder, Corn cherry | Sword, Athame | VenJade, Sapphire |
| <i>Jupiter</i> | Thursday | Blue | Tin | Jade, Sapphire | Oak, Mint, Lapis, Cedar | Eagle, Unicorn | Cedar, Nutmeg, Anise | Wand, Sceptre | Saturn |
| <i>Saturn</i> | Saturday | Black | Lead | Onyx, Pearl | Cypress, Ebony, Hemlock, Yew | Crow, Raven | Myrrh, Wolf's Bane | Sickle | Jupiter |



Difficulty modifiers:

| <i>All Conditions</i> | <i>Difficulty Modifier</i> |
|--|----------------------------|
| All: In Physical peril or otherwise distracted | +3 |
| All: Spell seems like a reach to the GM vs naturally fitting the domain or effect | +2 to +4 |
| All: Other Environment, Heptarch, or Angelic Host factors | -3 to +3 |
| All: Spell effect duration: permanent (+5), one month (+2), until sunrise (+1), one scene (+0) | |
| All: Effect on outside world: history-making (+7), major (+5), affects others (+2), noticeable to others (+1), entirely personal to caster (+0) | |

| <i>Inscribed Conditions</i> | <i>Difficulty Modifier</i> |
|--|----------------------------|
| Inscribed: Spell cast away from individual's Place of Art, or other magical space | +3 |
| Inscribed: Spell's effect or ritual really meshes harmoniously (in judgment of GM and other players) with artistic masterpiece used | -1 to -3 |
| Inscribed spell: Caster reads spell by rote (no relevant Language ability) | +1 |
| Inscribed spell, using the <u>specified</u> correspondences, or not | +1 to -3 |
| Inscribed: Spell casting time: 3 hours (+3), one night (+2), three nights (+1), one month (+0). | |

| <i>Ad-hoc Ritual Conditions</i> | <i>Difficulty Modifier</i> |
|---|----------------------------|
| Invoke: Spell cast away from individual's Place of Art, or other magical space | +3 |
| Invoke: Spell's effect or ritual really meshes harmoniously (in judgment of GM and other players) with artistic masterpiece used | -1 to -3 |
| Invoke Spell: Using specific Magickal foci e.g. A shewstone from Aztec Temple. | -1 to -3 |
| Invoke: Casting spell with or without appropriate Correspondences, etc | -2 to +2 |
| Invoke: Spell casting time: 3 hours (+3), one night (+2), three nights (+1), one month (+0). | |

| <i>Evoke Conditions Only</i> | <i>Difficulty Modifier</i> |
|--|----------------------------|
| Evoke spell: Using <u>appropriate</u> Magickal channel, focus, artefact as a control through which the Regard of the Angelic Host may pass. | -2 to +2 |

Spell Effects

Spells' game-mechanical effects will **generally match the caster's result** (= the total on the die roll + effective point spends)

- At minimum 1 Health, Stability, Athletics, etc. or Difficulty shift **per** 1 point result.
- **Divinations** allow the answer of one yes-no question per 2 points of result, the equivalent of a 3-point spend of an Investigative ability, etc.
- Spells automatically affect scenery and minor NPCs.
- If no other criteria apply then spell effect will be guided by the generic Success table.

| Success+ | Degree | Magnitude | Duration |
|--------------|----------------|--------------|-----------|
| Match | In the balance | sSliver | Instant |
| 1 | Minimal | Slight | Seconds |
| 2 | Fair | Minor | Minutes |
| 3-4 | Solid | Moderate | Scene |
| 5 | Significant | Major | Session |
| 6 | Near Perfect | Overwhelming | Long term |

Resisting Effects:

Player characters and magical or otherwise prepared NPCs may resist spells directly affecting them (usually Stability or Health tests) at Difficulty of 2 + the relevant Magick rating of the caster..

Casting Failure:

Inscribed and **Ad-hoc Ritual** failures are chanting and waving but little else. Such rituals contain the wards, guards and safety mechanisms to retain control of the Magick should things go awry. Note failure in these is just that, not that you haven't succeeded yet.

Evocation failure is a lack of control of the summoned aspect of an *Angelic Host* manifesting *Upon Earth, As It Does In Heaven*. How well do *you* think that will go?

After using a Magickal Ability:

You must succeed in a **Difficulty 5 Health test** or immediately lose 2 Health and become Hurt for the rest of the scene. (If you are already Hurt, you become Seriously Wounded.) This represents a **profound, bone-deep exhaustion approaching shock**, not an actual injury.

NOTE: Magickal ability pools do not refresh until after an adventure, unless otherwise noted.

Consequences of Magick Use Generally:

Shocking revelations or uncanny phenomena accompanying Magick use will more than likely trigger further Stability tests (likely 3 or 4-point potential losses). And common folk **will** notice.

Consequences of Evocation Generally:

Ritual Magick is all about control.

A Magickian may instead *Evoke* an *Angelic Host* for a Heptarch through their own Magickal abilities, appropriate words of Enochian and the *Angelic Host* name. This briefly opens a path to the *Angelic Host* and allows an aspect of Them to manifest *On Earth, As It Does In Heaven*.

Hence, the Magickal Ability roll is to control and direct the **Manifestation** to the desired outcome: the Magickian must thus manage the **Stress of Angelic Regard For The Duration**.

Manifestation that is not fully controlled reflects in *Secondary Manifestations* that are, by definition, uncontrolled. The less control the Magickian exerts on the *Manifestation* the more obvious and broad ranging the *Secondary* may be.

Converting Ad-hoc Ritual to Inscribed spell

Ad-hoc invocations may be worked into an Inscribed Spell by months of study (doing nothing else) after first use, to account for correctly defining language, scope, domain, focus within the Heptarch, correspondences, documenting on an appropriate parchment, grimoire. This makes for a more defined and repeatable result with most effective and minimum correspondences, and one that can be, if necessary, shared.

Inscribed spells may also be found, borrowed, discovered, stolen, acquired or otherwise gained.

Making Charms:

Charms may be created by use of Inscribed Spells (rarely ad-hoc conjurations) cast across a day to imbue the Charm with the spell.

The final Success determines the functional strength and lifetime of the Charm. Ordinary Charms decay by 1 Point per Day. On zero the Charm is useless, gone to dust or blurred to incomprehensible. Some Charms break immediately they function, particularly for protective or warning Effects. When used charms will have the remaining level that hasn't bled away.

Fetishes, long life Charms, must be physically durable and made by the Magickian's own efforts, with much purification and preparation - a year or more in many cases.

Traditional Materials

There is a notion of magical “conductors,” “insulators,” and “resistors” within the work of Dee and others. The below are examples that have place in the narrative.

Ashes

Completely inert matter, a line of ash can disrupt magic crossing it or define an insulating circle.

Blood

A supreme conductor, “the blood is the life,” and the life-principle can be seen as the essence of magic. Having a blood connection to a target, or establishing one to a magic item, gives advantage. Merely spattering one’s blood while casting magic adds little more.

Bread/Grain

A “power sink,” transmuting magical force from supernatural to natural. Some effects may even be transferred to bread and eaten by “sin-eaters.”

Hawthorn

Associated with Christ’s crown of thorns and growing over sacred wells such as that at Glastonbury, hawthorn has been used to protect homes from fairies and witches. Casting magic across a hawthorn hedge, at someone wearing a hawthorn badge, or into a house guarded by a hawthorn wreath, is at a disadvantage. Carved hawthorn, ironically, makes a superior magic staff – possibly because the wood contains and focuses energies.

Iron

A legendary resistor, iron harms faeries, drives off the Devil, breaks charms and glamours. The blacksmith is traditionally considered holy, thanks to constant, purifying exposure to iron. Casting magic on someone wearing iron, into a house protected by an iron cross or horseshoe, or on a blacksmith, may mean penalties; castings on or across iron itself may suffer. Iron *cannot* serve as an insulator, and any iron item intended to contain magical power must be “magically degaussed.”

Meteoric iron is a conductor, since it fell from the higher spheres. This “Star-iron” causes no negative effects, and in fact grants (depending on purity and quantity) to magic using or cast through it. Steel is “impure” iron, and doesn’t share properties of iron.

Running Water

Often seen as a barrier against evil and possibly magic – likely because its lower incidence of amoebic contamination reduces the odds of disease, which is commonly associated with curses.

Salt

An ancient charm against evil (probably due to its preservative effects), and traditionally magical (likely due to “uncanny” power to restore food’s taste), salt assumes diverse roles in different traditions; e.g Rock or granulated salt is a resistor to castings across or into it. A pool or dish of salt water can “ground” energies; when magic is cast within scent of salt water, this ‘grounding’ inhibits harmful effects. Saltwater bodies large enough to show tides (seas, estuaries, and oceans) keep their salt in flux; therefore, magic cast on or across them is highly variable at any moment. This doesn’t apply to Water magic, and possibly other “ocean-flavored” workings.

Silk

In fairly traditions silk can conduct magic or, tied in a circle, insulate it.

Appendix 1: Definitions

1. Invocation, abjuration

Invocation: The act or form of calling for the assistance or presence of some superior being, especially prayer offered to a divine being; an attempt to make someone have a particular feeling or remember something; to cause something to be remembered or expressed; the act or process of petitioning for help or support

Abjuration: A solemn recantation or renunciation on oath; as, an abjuration of heresy; to say formally or publicly that you no longer agree with a belief or way of behaving; to reject solemnly

2. Divination, obfuscation

Divination: The act of divining; a foreseeing or foretelling of future events; The apparent art of discovering secrets or the future by preternatural means; An indication of what is to come in the future or what is secret; a prediction; the art or practice that seeks to foresee or foretell future events or discover hidden knowledge usually by the interpretation of omens or by the aid of supernatural powers.

Obfuscation: The act or process of obfuscating, or obscuring the perception of something; the concept of concealing the meaning of a communication by making it more confusing and harder to interpret; to make something less clear and harder to understand, especially intentionally; Confusion, bewilderment, or a baffled state resulting from something obfuscated, or made more opaque and muddled with the intent to obscure information

3. Alteration, restoration

Alteration: The act of altering or making different; The state of being altered; a change made in the form or nature of a thing; a changed condition; to change something, usually slightly, or to cause the characteristics of something to change; to make different without changing into something else

Restoration: The process of bringing an object back to its original state; the process of restoring something. to return something or someone to an earlier good condition or position; The receiving of a sinner to divine favor.

4. Domination, liberation

Domination: Control by means of superior ability, influence, position, or resources; prevailing force; to have control over a place or person; rule, or control.

Liberation: The act of liberating or the state of being liberated, set free; The process of striving to achieve equal rights and status. to help someone or something to be free

5. Creation, destruction

Creation: Something created such as an invention or artwork; Bring to existence from nothing, or a recombination of unrelated things. to make something new; to bring into existence

Destruction: The act of destroying; to damage something so badly that it cannot be used; to put out of existence.