

CHAPTER VI
EMPORIUM MAGICA



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‘There are those who question why we persist on using magical relics when science can mimic them so cheaply. The answer is simple – because we can!’

– Lord Cornelius Blackthorne at the London Guild’s 1853 Grand Ball

While magic has been steadily losing ground to technology in the urban marketplace, they are still quite fashionable amongst the aristocracy. While in centuries past magical curiosities have been the luxuries of the upper class, status symbols that those in the budding middle class hoped to attain through wealth, the industrial revolution changed everything. Many magical curiosities can be sufficiently substituted, if not duplicated, by technology.

Still, owning a magical curiosity speaks volumes about one’s character. Many magical curiosities require quintessence to use, meaning that only adventurers with at least a die of quintessence can use them and a large quintessence pool is necessary to keep multiple magical curiosities functioning at once without taxing the adventurer. This, combined with a magical curiosity’s often prohibitive cost, marks the owner as a disciplined lady or gentleman.

While magical curiosities are impressive, they pale in comparison to the magical relics of old. Known relics are greatly prized and are often family heirlooms. Such items have no cost; acquiring one is either done ‘in the field’ or purchased at whatever price that its owner cares to set.

Second Edition Amendments

Some of the magical curiosities in this chapter have previously appeared in supplements for *Victoriana’s* second edition. If you are using the third edition, then any material that differs here supersedes the original version.

If you are still using the second edition, then feel free to use whichever version best suits your needs.

Practical Curiosities

Aetheric Pocket Watch £50

An aetheric pocket watch resembles an ornate silver or gold pocket watch that, when opened, creates a 6 inch diameter aetheric bubble that hovers over the face. Anyone looking at the bubble, no matter from what direction, can see the exact time in glowing numerals as well as any other information that the face may display. 1 quintessence point primes the aetheric pocket watch for a week. A lesser known but equal useful quality is that an aetheric pocket watch can synchronise with another if the two are opened within a few feet of each other. This can be very useful when the exact time is of the essence.

All-Weather Scarf (cotton £4, silk £10)

This enchanted cotton scarf enables the wearer to be comfortable in any temperature; this includes warmer weather as well, which enables one to be appropriately dressed even in dire heat. The effect lasts an hour and may be used 10 times before needing a recharge (2 quintessence points), enabling a professional to stroll to and from work for an entire week.

Chameleon Cloth £55

In spite of its name, chameleon cloth does not grant the user the ability to blend in with her surroundings; rather, it enables her to change the colour of her outfit on a whim, which can be quite useful if she arrives at a ball and discovers someone else wearing an outfit of the same colour and cut. The transformation only takes 5 minutes, or a quick trip to the powder room or other concealed area. Chameleon cloth requires 1 quintessence point to use and lasts for 4 hours; the colours may be changed at any time within this duration.

Chirurgion’s Bag £1

This medical bag contains all the tools for surgery and components necessary for useful enchantments or other magics practiced by the chirurgion.

Chisel Pen £30

A favourite of sigil scribes, the chisel pen enables the user to inscribe hard materials such as wood, metal, or



stone simply by writing over it with the enchanted pen. Originally designed as quills, modern chisel pens resemble ink pens with a wooden rather than metal tip. The wooden tip is dragged over the material and a mark is inscribed as if slightly chiselled or whittled. A chisel pen costs 1 quintessence point to use and may either inscribe sigils or short messages.

Cigar of Obscuring £1

When lit, a cigar of obscuring produces a dense cloud of thick black smoke that obscures the smoker and anyone within a ten foot radius of him. The cloud is roughly spherical in shape. The cloud is impervious to any wind, either natural or magical.

Within the cloud there is absolute darkness that no light, natural or magical, can penetrate. If the cigar is moved when lit then the cloud remains centred on the cigar. After 10 minutes the cloud dissipates and the cigar is spent.

Eldritch Instrument £70

An eldritch instrument is magically enhanced, creating sounds not normally possible through acoustics alone. Anyone using an eldritch instrument gains +3 on appropriate Art rolls, while a Bard gets a +2 on all Bardism rolls. An eldritch instrument costs 2 quintessence points to activate and lasts for 2 hours.

Finnegan's Fog Lamp £45

Named for an old watchman that financed the prototype, this ordinary-looking fog lamp provides cloudless vision wherever it shines – the fog just melts away. Finnegan's

fog lamp does not eliminate the effects of darkness any more than a normal lamp would, nor does it permanently remove fog from areas it shines – once the light of the lamp passes, the fog returns to the previously illuminated spot. Finnegan's fog lamp costs 1 quintessence point to use and lasts for up to 3 hours.

Gliding Cape £20

This cape is treated with a lesser version of the Levatio operation and enables the user to slow her fall. Legend has it that the gliding cape was developed for a noble cad who needed a quick means of escape, the gliding cape has proven popular for nobles that are fleeing from assassins and highwaymen; the gliding cape's usefulness amongst criminals is obvious as well.

When using a gliding cape a wearer only takes 2 dice damage for every 3 storeys he falls.

Gravedigger Shovel £60

Often simply called a 'gravedigger,' this favourite tool of necromancers is a small shovel that, when the power word is spoken, begins digging a grave 6 feet deep. Prior to digging the necromancer marks the corners of the area to be dug by sticking the gravedigger shovel into them. The gravedigger shovel works at a steady pace, never tiring, and transports displaced dirt to a spot nearby. If the necromancer tosses the shovel into the hole then it refills the hole until it is covered. A gravedigger shovel only removes dirt and natural debris; it leaves any coffins, corpses or other buried objects alone.

Fearing defilement, some cemetery workers have begun burying bodies 7 or 8 feet deep, but the gravedigger still gives the necromancer a good head start. It's only a matter of time before 'deep ditch' gravediggers are enchanted to overcome this tactic.

Hat of Concealment £20

This hat has an aetheric pocket inside it, allowing the wearer to conceal things inside it without adding weight or fear of spilling out. The hat can hold anything that can fit through its opening (typically 8 inches) with a total weight of 100 lbs and individual objects no longer than 2 feet. Objects remain inside the hat unless physically drawn out; no matter how the hat is held, items always remain in an upright position due to the independence of the extra-dimensional space.

While most hats of concealment are top hats, an increasing number of bowlers and ladies hats are being made.

Heartstone £20

Heartstones can be purchased by magicians that want a little more power in reserve or by those that lack Resolve but wish to use magical relics. Such heartstones are often set in jewellery, such as earrings, pendants, brooches and cane or parasol grips. Each heartstone stores 12 quintessence points. Unfortunately, heartstones can only be re-enchanted by a petty conjurer, which can affect the reputation of the wielder.

Illumination Cane Grip £38

This cane grip has a permanent form of the Lumen operation applied to it. Unlike the operation, the beam of light cast from an illumination cane only lights one direction; the light emanates from jewels set in the front of the handle. On ornate canes these are usually the eyes of a fantastic beast, although current Guild fashion is to use a giant crystal eyeball with a gold or silver eyelid that covers it when not in use (this is a design effect; there is no need to cover the eye when not in use).

Using the illumination cane grip costs 2 quintessence points and lasts for 2 hours (this need not be consecutive). Illumination cane grips can be built into sword canes and some enterprising artificers and technologists are mounting them on the fronts of horseless carriages to aid in night driving.

Magnetist Kit £1.10

This kit provides all of the equipment normally associated with a particular magnetic discipline (there is a different kit for each type of magnetist) and enables the magnetist to perform magnetic rituals when away from her usual ritual space.

Mirrorcane £15

This walking cane has the polished silver shape of a well-dressed gentleman embedded in it. When used, the mirrorcane produces 3 illusory images of the wielder. These images are identical in every respect and mimic the wielder's movements. As they are illusions they take and inflict no damage.

Whenever an opponent attacks the wielder, he rolls 1D. He only actually attacks the wielder if he rolls a 6; otherwise, he attacks one of the illusions. Should he hit, then the illusion disappears. If there are only two illusory images then the opponent attacks the wielder on a roll of 5 or 6. If there is only one illusory image then the opponent only attacks the wielder on a roll of 4, 5, or 6. In addition to losing images as they are hit, if the mirror cane is disarmed from the wielder then all of the images disappear.

Using a mirrorcane requires 1 quintessence point and lasts 5 rounds.

Monocle of Magic Detection £60

This monocle enables the wearer to see aetheric patterns. Aetheric patterns appear through the monocle as a shimmering multi-hued haze, which surrounds the item or creature in question. The range of the monocle is 3 yards. The vision rendered through the monocle requires the expenditure of a quintessence point and lasts for 10 rounds per use. The monocle can only be used once per day as it strains the eyes; attempting to use it more than once a day nets no result.

Necromantic Bag £1.15

This bag contains all of the necessities to perform necromantic operations. From the outside it looks like a typical physician's bag, although the items stored therein are more appropriate for a coroner. The bag also contains the items needed for necromantic rituals.

Perfect Shoe Polish £2

This physical manifestation of the Refoveo operation keeps boots and shoes shiny and clean no matter what is spilled on them or what they step into. One jar of perfect shoe polish is good for 10 pairs of shoes (or a bit less for boots depending on their height) and the shine lasts for 3 days.

Recording Brooch £20

When touched and fed 1 quintessence point, this brooch records up to 5 minutes of conversation. The recording brooch cannot discern voices and records anything within range as the person wearing the brooch would hear it.

Sensitive Gloves £8

Originally designed to help opera-goers read pamphlets while watching performances, these gloves enable the wearer to read ink without seeing it. These gloves are highly valued by burglars as they eliminate up to 3 black dice from hand-based Dexterity rolls when trying to accomplish something in less than desirable light.

Summoner's Bag £2.05

This bag contains everything a magician needs to perform a summoning ritual outside of her usual sanctum. While this bag is legal and designed for hermeticists that summon embodiments of nature, it carries the stigma of being a tool of demonologists.

Turkish Facial Cream £12

A highly valued commodity from the Middle East (in spite of its name it is enchanted throughout the Orient), Turkish facial cream magically enhances the wearer's appearance. Its use is somewhat muted in Great Britain due to Queen Victoria's disapproval of cosmetics, but eligible nobles looking for a bit of an edge won't hesitate to use it, especially in conjunction with 'Bessing Up'. Turkish facial cream adds 2 dice to social rolls and lasts for 4 hours providing that natural circumstances don't cut it short (rain and sweat are particularly damaging to Turkish facial cream). Turkish facial cream comes pre-charged and does not require quintessence to activate.

Bessing Up

Given their prominence amongst British and French aristocracy, Eldren are often considered the ideal of beauty and grace. Due to this members of the other subspecies, especially those that are in the upper class or aspire to be so, often powder their faces and hands in order to be more like their Eldren 'betters.' Since the end of the 16th century Queen Elizabeth is considered the most beautiful woman in England and the term 'Bessing up' was coined in her honour.

While many aristocrats still 'Bess up' on social occasions, it is no longer considered the height of fashion. Perhaps due to her own humanity as well as the prominence of cosmetics amongst prostitutes, Queen Victoria considers using cosmetics immodest and openly disapproves of nobles that wear such in her presence. As no one wishes to suffer Her Majesty's withering stare, the aristocracy has been reluctantly sticking to subtler palings of skin.

Wands

Wands are the basic tools of hermeticists, enabling them to more effectively focus and channel their quintessence. Wands are made of organic matter, typically wood, suggesting a link between the petty conjurer and the empirical thaumaturge (which no hermeticist would ever dare admit). Wands aren't necessary for spell-casting, but they certainly increase a hermeticist's chance of success with particular spells.

A wand must be attuned to its user; a hermeticist cannot simply take another's wand and perform magic with it. A new wand must be carried on the person of the hermeticist for a month and used for at least a few spells before it grants any bonus to its wielder. A hermeticist can purchase a new wand, but it takes the same time to attune oneself to it, during which time the bond with the previous wand will fade.

A hermeticist can only have one wand at a time. However, as this is the case it is not unknown for masters to pass their older wands onto their apprentices when they earn their doctorate.

Larger Wands

While the wand remains the typical instrument of a well-armed hermeticist, there are some that prefer the larger variations of virges or staves. Such large 'wands' have the same abilities as their smaller counterparts, but are made larger to be used as weapons (a typical virge acts as a small club, while a staff is a large club) or a fashion accessory.

The only requirement for any such wand is that it is made of solid wood, although light decoration is proper. Thus a virge could be fashioned to resemble a walking stick but not a sword cane.

One interesting modification is the parasol wand, which, as the name implies, is a wand built into the grip of a parasol. The parasol is not strong enough to use as a weapon, but lady hermeticists might prefer it to carrying a second accessory.

An adventurer that wishes to purchase a large wand simply pays for the cost of the wand and the larger object with which it is to be adapted. The new wand must then be attuned normally.

Wands as Assets

More common wands can be purchased outright or as assets during adventurer creation; the build costs are listed below. Note that adventurers that wish to own a larger wand must pay for the extra cost separately. Wands purchased as assets are assumed to be attuned.

Specialist Wand: 2bp
Twisted Hazel Wand: 3bp
Ebony Wand: 5bp

Specialist Wand: £2

Specialist wands grant 2 bonus dice to any roll using a particular type of spell. The type of spell it grants a bonus to depends on what it is made of. The following examples are not an exhaustive list, and players and Gamesmasters are encouraged to invent more. It shouldn't need to be stated that it is up to the Gamesmaster to decide if the bonus applies in any particular circumstance. A specialist wand used for any other type of spell grants no bonus. However, given their tie to nature, all wands grant a bonus when manipulating plants and the weather.

African Bloodwood – Motus
Ash – Vox
Blackthorn – Aether
Elder – Lux
Holly – Tempestas
Mahogany – Machinam
Maple – Ignotis
Oak – Bios

Twisted Hazel Wand: £4

Any spells cast using a twisted hazel wand do an additional die of damage.

Ebony Wand: £6

An Ebony Wand is a very powerful device that grants the wielder a bonus die to any spell-casting roll.

Blood Wand: £2 or £10

A blood wand grants a bonus die when performing haemomancy. A blood wand is made of oak that is stained with the blood of previous victims and the wand must be stained with the blood of the current victim in order for the bonus to be effective. Blood wands that have been routinely stained with blood have more power; a blood wand that grants 2 additional dice go for £10.

Bone Wand: £10

A bone wand grants a bonus die to any attempt to cast a necromantic spell. It also grants a bonus die to attempts to control undead. A bone wand grants a bonus of 2 dice instead of 1 when used to try to control undead creatures of the same species as the bone the wand is made of. So a wand made of wolf bone has an additional bonus to control zombie wolves, while a wand made of human bone has an additional bonus to control sapients (it is rumoured that a bone wand made with Eldren bone provides a larger bonus).

Silver Wand: £20

A silver wand contains a certain amount of quintessence within it. It reduces the cost of any hermetic operation by 1 quintessence point (although it cannot reduce the cost to less than 1 point). Maleficia cast using such a wand tarnishes its purity, and stains the pure silver plating. A Maleficium user can draw on the power of the wand in the same way as a hermeticist, but only 5 times. Each time the quintessence is used for Maleficia the wand tarnishes and blackens, and upon using it for a fifth Maleficia spell it crumbles to dust. The intent of the Maleficia matters little, no matter how the spell is being used the dark energies channelled through the wand still damage and stain it.

