

Taramonde: the Sorcerous Art of Ambition

Knacks: Agwé, Contana, Damballah, Fachiel, Glasya, Grangou, Gwochev, Koblajan, Kriyetra, Lamayu, Laphali, Letou, Mouri, Pebwa, Petro, Reeve, Sotonba, Verity, Zazokou, Zeyja

Apprentice Degree: Brito (Identifying)

Adept Degree: Kinso (Warding)

Master Degree: Viso (Affecting)

Sange Tara's magic stems from its relationship with its gods, and on *veve* line drawings which are infused with their power. In that sense, it is vaguely similar to Lærdom, using icons to invoke spiritual powers. A *veve* can be created by etching stone, wood, or the ground, or marking some surface with chalk, powder, or paint. The *veve* can perform various tasks depending on the amount and type inscribed.

The place where *veve* are drawn is called a *bonnage*. The *bonnage* must always be created on a continuous surface such as rock, earth, the deck of a ship, or even a wall. There are three types of *veve* which may be inscribed in the same *bonnage*, their patterns intermingling to increase the potency of the magic. Several people can create a *bonnage* pattern together, but multiple people cannot collaborate on a single *veve*. Sange Tara's gods may automatically create a *veve bonnage*, which is considered unbreakable by mortals.

In the Midnight Isles (and the rest of Théah), a practitioner of Taramonde is known as a *houngan*.

Apprentice Degree

An Apprentice *houngan* may spend a Drama Die to create a *bonnage* of two *brito veve* (a straight line), plus one additional *veve* for every additional Drama Die spent (creating a triangle, a square, and so on). A *brito bonnage* will alert the Sorcerer when it has been crossed by a specified target. When the target crosses the boundary of the *brito bonnage*, the *houngan* feels a palpable tingle, sufficient to wake him if he is sleeping. The range of this notification varies by the *houngan's* Mastery Level: ten feet for an Apprentice, one hundred feet for an Adept, and one thousand feet for a Master.

A *bonnage* consisting of two *brito veve* can identify a single target—either a specific name (“James Smith”) or a species type (“tigers”). People and spirits (or gods) require a specific name, while animals and non-sentient monsters require only the name of the species. Each additional *brito veve* can add another target to the *bonnage*. (Thus, a triangular *bonnage* can specify two targets, a square *bonnage* can identify three, and so on). The *bonnage* lasts until it is physically destroyed (by destroying at least one *veve*), or until the *houngan* creates another *brito bonnage*.

Adept Degree

An Adept *Houngan* may spend two Drama Die to create a *bonnage* of two *kinso veve* and one *brito veve* (a triangle), plus one additional *veve* for every additional Drama Die spent (creating a square, a pentagon, and so on). The *bonnage* may act as either a Trap (allowing entry but not egress) or a Barrier (forbidding entry but not egress); penetrating the *bonnage* in a forbidden direction requires a Brawn roll vs. a TN of 15. *Kinso veve* can never be set more than ten feet apart from at least one other *veve* in the *bonnage*; otherwise, they will not function. Trapped beings inside the area are free to move about it, but not through it. They may not burrow beneath the *bonnage*, nor be lifted above it.

In order to function, a *kinso bonnage* must contain at least one *brito veve*, identifying the target to be trapped or repelled. (These *veve* *may* be used to extend the range or alter the shape of the *bonnage*.) The *bonnage* lasts until it is physically destroyed (by destroying at least one *veve*), or until the *houngan* creates another *brito bonnage*.

Master Degree

A Master houngan may spend a Drama Die to add one viso veve to a kinso bonnage, plus one additional viso veve for every additional Drama Die spent. Viso veve strengthen an existing bonnage, or weaken those trapped by one. Each viso veve added to a Barrier bonnage increases the TN of the Brawn roll to penetrate it by 5. Conversely, every viso veve added to a Trap bonnage decreases the Brawn of affected targets by 1. A creature cannot be reduced below 0 Brawn by viso veve. (Note that a bonnage drawn by the gods of Taramonde never drains Brawn, but has a TN of 50 to break through, even to other gods.)

Sorcerous Knacks

The Sorcerous Knacks of Taramonde represent the gods of Sange Tara. By using his Knacks, a houngan may attempt to open himself (or, with greater difficulty, another person) up to one of the gods for possession.

A character possessed by a Sange Taran god takes on some of that god's strengths, weaknesses, and physical characteristics. Characters can only be possessed by one god at a time, and those with the Faith Advantage cannot be possessed at all. Any single god may only possess an unwilling character once per month.

The possession ceremony requires the use of candles and ceremonial garments (to be worn by the subject of possession) in colors sacred to the god being summoned. The houngan must make a Resolve + Knack roll against the TN specified for each god to be possessed himself, or twice that TN to have the god possess another (willing or unwilling) character. Another Resolve + Knack roll against the same TN is required to prematurely end a possession; otherwise the possession lasts the entire time specified for each god.

So long as a character is possessed by a god, the GM may spend a Drama Die to seize control of that character for one Round during combat, or 10 minutes outside of combat. This effect can be countered as if the GM was activating a Hubris. The possessed character also takes on the Arcana associated with the god, in addition to any other Arcana the character possesses; if the god and the character possess the same Arcana, it may not be countered in any way when the GM attempts to activate it.

A possessed character receives all of the benefits (and hindrances) specified under each god, based on the Mastery Level of the houngan overseeing the possession. Unless specified otherwise, physical changes revert to normal when the possession ends.

Agwé (TN 25): Agwé is the god of the ocean, known for his ability to absorb punishment and his distaste for being restrained or confined in any way. His colors are blue and green.

While possessed by Agwé, the character develops a scar around his neck, as if he had been hanged, and gains the Extravagant Flaw. The possession lasts until the next noon, or until prematurely ended.

Apprentice: The character's Brawn increases by one (to a maximum of six, or seven with the Legendary Brawn Advantage), and he gains the Toughness Advantage if he did not already have it.

Adept: The character receives a bonus of twice the houngan's Mastery Level to the use of any Knack in the Sailor Skill.

Master: The character may spend a Drama Die to free himself from any non-magical restraint.

Contana (TN 35): Contana is the goddess of seduction, said to be able to communicate with—and deceive—any mortal. Her colors are red and white.

While possessed by Cortana, the character's voice turns deep and gravelly, and he gains the Talkative

Flaw. The possession lasts until the next sunset.

Apprentice: The character's Panache increases by one (to a maximum of six, or seven with the Legendary Panache Advantage), and he gains the Master Linguist Advantage if he did not already have it.

Adept: The character receives a bonus of twice the houngan's Mastery Level to the use of any Knack in the Performer Skill.

Master: The character may spend a Drama Die to force one person to believe a single lie, no matter how wild.

Damballah (TN 20): Also called the Obscene, Damballah is the god of serpents. Indigo blue is his color.

While possessed by Damballah, the character speaks with a sibilant lisp, and gains the Megalomaniacal Flaw. The possession lasts until the next midnight, or until prematurely ended.

Apprentice: The character's Panache increases by one (to a maximum of six, or seven with the Legendary Panache Advantage), and he gains the Poison Immunity Advantage with respect to all serpent venoms if he did not already have it.

Adept: The character receives a bonus of twice the houngan's Mastery Level to the use of any Knack in the Wrestling Skill.

Master: The character may spend a Drama Die to automatically succeed at a Tracking check, regardless of the TN.

Fachiel (TN 35): Fachiel is the god of the night, known for his fearsome claws, capable of inflicting deadly wounds. Black is his color.

While possessed by Fachiel, the character sprouts small, curling horns, and gains the Hot Headed Hubris. The possession lasts until the next midnight, or until prematurely ended.

Apprentice: The character's Finesse increases by one (to a maximum of six, or seven with the Legendary Finesse Advantage), and he gains the Night Trained Advantage if he did not already have it.

Adept: The character receives a bonus of twice the houngan's Mastery Level to the use of any Knack in the Dirty Fighting Skill.

Master: The character may spend a Drama Die to double his Brawn before a single Damage Roll.

Glasya (TN 20): Glasya is the goddess of outcasts, known for her incredible charm and ability to influence other people. Grey is her color.

While possessed by Glasya, the character's eyes turn bright green with cat-like pupils, and he gains the Naïve Hubris. The possession lasts until the next sunset, or until prematurely ended.

Apprentice: The character's Wits increases by one (to a maximum of six, or seven with the Legendary Wits Advantage), and he gains a Free Raise on any Charm Actions he attempts.

Adept: The character receives a bonus of five times the houngan's Mastery Level to any use of the Leaping Knack.

Master: The character may spend a Drama Die, plus an additional Drama Die for each Raise desired, to automatically succeed at a single Repartee Action.

Grangou (TN 35): Grangou is known as the Devourer, and lives high in the mountains, where he studies the mysteries of ancient civilizations. His colors are brown and red.

While possessed by Grangou, one of the character's front teeth falls out; if he retains possession of it, he

may replace it when the possession ends and it will heal itself. He also gains the Ambitious Hubris. The possession lasts until the next sunset, or until prematurely ended.

Apprentice: The character's Resolve increases by one (to a maximum of six, or seven with the Legendary Resolve Advantage), and he gains the Cold Climate Conditioning Advantage if he did not already have it.

Adept: The character receives a bonus of twice the houngan's Mastery Level to the use of any Knack in the Archaeologist Skill.

Master: The character may spend a Drama Die to heal himself of a single Dramatic Wound.

Gwochev (TN 25): Gwochev is the cruel god of scholars and Sorcerers, and is known for his hatred of the Sidhe. His colors are black and silver.

While possessed by Gwochev, the character's fingernails turn dark and lengthen into wicked claws, and he gains the Righteous Hubris. The possession lasts until the next sunset, or until prematurely ended.

Apprentice: The character's Resolve increases by one (to a maximum of six, or seven with the Legendary Resolve Advantage), and he gains an extra Kept Die (+0k1) on all unarmed attacks using his hands.

Adept: The character receives a bonus of twice the houngan's Mastery Level to the use of any Knack in the Scholar Skill.

Master: The character may spend a Drama Die to treat his claws as MacEachern weapons until the End of the Scene.

Koblajan (TN 30): Koblajan the Haggler is the god of merchants, known for his travelling throughout the world, looking for the perfect deal. Gold is his color.

While possessed by Koblajan, the character develops a star-shaped brand on each of his palms, and gains the Greedy Hubris. The possession lasts until the next noon, or until prematurely ended.

Apprentice: The character's Panache increases by one (to a maximum of six, or seven with the Legendary Panache Advantage), and he gains the Warm Climate Conditioning Advantage if he did not already have it.

Adept: The character receives a bonus of five times the houngan's Mastery Level to any use of the Haggling Knack.

Master: The character may spend a Drama Die to break a single non-magical object.

Kriyetra (TN 40): Kriyetra is the merciful goddess of those who died at sea. Her colors are black and blue.

While possessed by Kriyetra, the character's eyes weep constantly, and he gains the Squeamish Flaw. The possession lasts until the next midnight, or until prematurely ended.

Apprentice: The character's Resolve increases by one (to a maximum of six, or seven with the Legendary Resolve Advantage), and he gains the Lightning Reflexes Advantage if he did not already have it.

Adept: The character receives a bonus of twice the houngan's Mastery Level to the use of any Knack in the Courtier Skill.

Master: The character may spend a Drama Die to breathe water until the end of the Scene.

Lamayu (TN 20): Lamayu is the trickster god. His colors are black and white.

While possessed by Lamayu, the character grows an extra finger on each hand and an extra toe on each foot, and he gains the Scheming Flaw. The possession lasts until the next dawn, or until prematurely

ended.

Apprentice: The character's Panache increases by one (to a maximum of six, or seven with the Legendary Panache Advantage), and he gains a Free Raise on any Taunt Actions he attempts.

Adept: The character receives a bonus of twice the houngan's Mastery Level to the use of any Knack in the Acrobat Skill.

Master: The character may spend a Drama Die to succeed at a single Perception Check, regardless of TN.

Laphali (TN 30): Agwé is the god of warriors, known for his incredible strength and for riding a marvelous steed into battle. His colors are red and brown.

While possessed by Laphali, the character's back and shoulders are covered with feathery, tattooed wings, and he gains the Careless Flaw. The possession lasts until the next sunset, or until prematurely ended.

Apprentice: The character's Brawn increases by one (to a maximum of six, or seven with the Legendary Brawn Advantage), and he gains a Free Raise on any Intimidate Actions he attempts.

Adept: The character receives a bonus of twice the houngan's Mastery Level to the use of any Knack in the Rider Skill.

Master: The character may spend a Drama Die to automatically inflict a single Dramatic Wound on any successful melee attack. The character does not roll for damage, and the target's Flesh Wound total does not reset to zero.

Letou (TN 35): Letou, known as the All-Seeing Eye, is a covetous god who wields a magical axe that cuts through Sorcery. His colors are crimson red and black.

While possessed by Letou, the character's weight increases by 50 percent (in fat, not in muscle), and his facial features distort unpleasantly. He also gains the Envious Hubris. The possession lasts until the next dawn, or until prematurely ended.

Apprentice: The character's Wits increases by one (to a maximum of six, or seven with the Legendary Wits Advantage), and he gains the Below Average Countenance Advantage if he did not already have it.

Adept: The character receives a bonus of twice the houngan's Mastery Level to the use of any Knack in the Heavy Weapon Skill.

Master: The character may spend a Drama Die to resist (or end) a single Sorcerous effect that has directly targeted him.

Mouri (TN 40): Mouri the Bloody is the god of violent death, known to dwell in the fires of the Abyss. Red is his color.

While possessed by Mouri, the character's eyes glow with a reddish light, and he gains the Cruel Flaw. The possession lasts until the next midnight, or until prematurely ended.

Apprentice: The character's Resolve increases by one (to a maximum of six, or seven with the Legendary Resolve Advantage), and he gains the Pain Tolerance Advantage if he did not already have it.

Adept: The character receives a bonus of twice the houngan's Mastery Level to the use of any Knack in the Knife Skill.

Master: The character may spend a Drama Die to render himself immune to fire until the end of the Scene.

Pebwa (TN 25): Pebwa is the god of hunters. His colors are black and brown.

While possessed by Agwé, the character's feet turn into hooves, and he gains the Inattentive Hubris. The possession lasts until the next dawn, or until prematurely ended.

Apprentice: The character's Finesse increases by one (to a maximum of six, or seven with the Legendary Finesse Advantage), and he gains the Accurate Archer Advantage if he did not already have it.

Adept: The character receives a bonus of twice the houngan's Mastery Level to the use of any Knack in the Hunter Skill.

Master: The character may spend a Drama Die to cure himself of a single poison and/or give himself immunity to that poison until the end of the Scene.

Petro (TN 25): Petro is the god of music and art, known for his lechery as well as his brilliant creations. His colors are red and black.

While possessed by Petro, one side of the character's mouth widens, causing him to drool constantly, and he gains the Lecherous Flaw. The possession lasts until the next sunset, or until prematurely ended.

Apprentice: The character's Finesse increases by one (to a maximum of six, or seven with the Legendary Finesse Advantage), and he gains the Musical Ear Advantage if he did not already have it.

Adept: The character receives a bonus of twice the houngan's Mastery Level to the use of any Knack in the Artist Skill.

Master: The character may spend a Drama Die to automatically succeed at a single Active Defense roll, regardless of TN.

Reeve (TN 40): Reeve is the god of cruelty, torture, and murder. It is said there is no one he cannot kill, regardless of their defenses. Yellow is his color.

While possessed by Reeve, the character's hands bend backwards, with his palms where the backs of his hands should be, and he gains the Paranoid Flaw. The possession lasts until the next noon, or until prematurely ended.

Apprentice: The character's Brawn increases by one (to a maximum of six, or seven with the Legendary Brawn Advantage), and he gains the Indomitable Will Advantage if he did not already have it.

Adept: The character receives a bonus of twice the houngan's Mastery Level to the use of any Knack in the Spy Skill.

Master: The character may spend a Drama Die to pass through a single, non-magical obstruction such as a wall. The character may not bring anyone else through the obstruction with him.

Sotonba (TN 30): Sotonba the Diviner is the god of prophecy, and is known to use his gifts in battle to make himself a fearsome opponent. His colors are yellow and white.

While possessed by Sotonba, the character's voice turns guttural, and he takes damage from any opponent with the Faith Advantage as if he were undead. The possession lasts until the next dawn, or until prematurely ended.

Apprentice: The character's Wits increases by one (to a maximum of six, or seven with the Legendary Wits Advantage), and he gains the Combat Reflexes Advantage if he did not already have it.

Adept: The character receives a bonus of twice the houngan's Mastery Level to the use of any

Knack in the Fencing Skill.

Master: The character may spend a Drama Die to re-roll a single unsuccessful Attack or Active Defense Roll he has made.

Verity (TN 20): Verity is the diminutive god of justice, known for his leadership and ability to communicate with all mortals. White is his color.

While possessed by Verity, the character shrinks by as much as a foot in height, and develops a wracking cough. He also gains the Loyal Hubris. The possession lasts until the next noon, or until prematurely ended.

Apprentice: The character's Wits increases by one (to a maximum of six, or seven with the Legendary Wits Advantage), and he gains the Small Advantage if he did not already have it.

Adept: The character receives a bonus of twice the houngan's Mastery Level to the use of any Knack in the Commander Skill.

Master: The character may spend a Drama Die to speak, read, and write a single language until the end of the Scene.

Zazokou (TN 40): Zazokou is the god of criminal mischief, known for his pet raven and his legendary thefts. His colors are blue and yellow.

While possessed by Zazokou, the character's teeth and tongue turn black, and he gains the Star-Crossed Hubris. The possession lasts until the next dawn, or until prematurely ended.

Apprentice: The character's Brawn increases by one (to a maximum of six, or seven with the Legendary Brawn Advantage), and he gains the Trained Raven Advantage if he did not already have it.

Adept: The character receives a bonus of twice the houngan's Mastery Level to the use of any Knack in the Criminal Skill.

Master: The character may spend a Drama Die to turn himself invisible so long as he stands still. The character may move his head and arms, but as soon as he moves his feet, he becomes visible.

Zeyja (TN 30): Zeyja is the god of serpents and other poisonous beasts. His colors are black and green.

While possessed by Zeyja, the character grows a pair of upward-pointing tusks from his lower jaw, and he gains the Doomed Hubris. The possession lasts until the next sunset, or until prematurely ended.

Apprentice: The character's Finesse increases by one (to a maximum of six, or seven with the Legendary Finesse Advantage), and he gains the Keen Senses Advantage if he did not already have it.

Adept: The character receives a bonus of twice the houngan's Mastery Level to the use of any Knack in the Athlete Skill.

Master: The character may spend a Drama Die to gain a Fear Rating of 2, or increase his Fear Rating by 2, until the end of the Scene.

Game Master's Notes

The gods of Taramonde are not true gods, but spirits akin to Matushka and the other Razhdost. These spirits actively work against the Bargainers and the other creatures that dwell beyond the Barrier, making Taramonde a true Shamanism. Its effect on the Barrier is indirect; just as Sorte manipulates probabilities to bring about the fall of the Barrier, the gods of Sange Tara—when controlling mortals—take seemingly random or unconnected actions that, collectively, eliminate

threats to the Barrier. Though each of the gods has his or her own agenda and *modus operandi*, as a group, they strive towards the same goal.

With one exception.

In addition to the twenty gods described above, there is a twenty-first god: Baron Sange. No one ever summons Baron Sange, but he may attempt to possess a character at the GM's discretion (and at the cost of one Drama Die per attempt). Targeted characters must make a Resolve roll against a TN of 20; if unsuccessful, Baron Sange takes control of the character for one Round during combat, or for ten minutes outside of combat. He may only attempt this once per character per night, and only between sunset and sunrise.

While possessed by Baron Sange, all of the character's Traits are increased by one, to a maximum of six (or seven, if the character has a Lendary Trait Advantage), and he is considered to be a Master of Taramonde, allowing him to create any veve or bonnage of his choice. Baron Sange has thrown in his lot with the Bargainers. During a possession, he will attempt to cause as much strife or spread as much havoc as he can, particularly if this interferes with another god's attempts to prolong the Barrier.

