

The Imperial Age



◆ Spiritualism ◆

INTRODUCTION

Dame Cassandra Archer asked her friends to sit around the table and join hands. It was well past dinner hour and the curtains were drawn. The parlour only had a few lit candles, casting a dim light throughout the room. The fireplace was unlit, as the servants had been instructed to leave it.

"Shouldn't you be wearing a costume or something?" Sir Edmund joked.

"Oh, do stop being silly, Edmund," Harriet, his wife, scolded. "We're doing this for Sir Richard!"

"Don't be daft!" Sir Edmund chortled. "Sir Richard is dead. We're doing this to find out where he hid the codicil to his will."

"Quiet!" Dame Cassandra politely but firmly ordered. "I need you all to concentrate if we are going to do this properly!"

Sir Edmund sighed and glanced around the table. In addition to the three of them there was Horace Miller, Sir Richard's business partner, Horace's wife Mary, and Charles Hillman, Sir Richard's former valet and good friend. Like the others, Sir Edmund closed his eyes and silently promised to behave.

Dame Cassandra muttered under her breath for what seemed like the entire night. Finally, the candlelights flickered slightly. Dame Cassandra gasped. "Sir Richard is here!"

"Are you certain?" Sir Edmund asked, opening his eyes. Everyone else had opened his or her eyes, too.



**Imperial
Age:
Spiritualism**

by

**Walt
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Dame Cassandra quietly spoke. "One for yes. Two for no. Sir Richard, are you with us?"

Sir Edmund shook his head as nothing happened. He was about to free his hands when it happened.

A single rap, a knock, was heard in the direction of Sir Richard's portrait hanging on the wall.

Sir Edmund started to believe.

PART ONE: AN ESSAY ON SPIRITUALISM

Spiritualism is the belief that man can interact with spirits of the dead in order to learn information and improve himself (some Spiritualists, especially Christian Spiritualists, extend this interaction to include supernatural beings such as angels). Practitioners of Spiritualism are generally known as Mediums. As the name implies, a Medium is the conduit through which spirits and other outsiders can interact with the physical world. While this title conjures images of séances in darkened rooms, mediums were considered capable of healing as well as divination.

Spiritualism is a practice at least as old as recorded history. Mankind has prayed to gods, ancestors, and other spirits for millennia, asking them to intervene on their behalf. The Oracle at Delphi in ancient Greece was consulted before all major undertakings. Many cultures throughout the world believed that one's deceased friends, relatives, and ancestors could intercede on their behalf.

Spiritualism as practiced in the Imperial Age was started in 1848, when two sisters from Hydesville, New York, Margaretta and Catherine Fox, claimed to be able to speak with the dead. They would call upon spirits that communicated through rapping sounds. Managed by their older sister Leah, the Fox sisters became a popular stage act. In 1852, a Boston medium brought Spiritualism to London. Spiritualism spread like wildfire through the western world and threatened traditional religions, as many people cast aside their old beliefs in favour of what they learned through direct contact with the afterlife.

Spiritualism had a unique spin on the spirit world. Rather than going to Heaven or Hell, spirits remained in contact with the world and continued to improve and evolve. These spirits were capable of great wisdom that they would share with those who contacted them, usually through séances. Practitioners of Spiritualism tended to drift away from their earlier beliefs and there was a schism between Christian Spiritualists, who sought to preserve as much of their original beliefs as possible, and "pure" Spiritualists, who thought to create a completely new religion. There were many variations on these two main schools of thought and Spiritualism was not a unified organization.

Needless to say, there were many parties interested in seeing Spiritualism discredited. Since spirits contacted mediums through rapping or similar means, sceptics claimed that the sounds were faked and Spiritualists could not conclusively prove otherwise. Many mediums actually were discredited, although prominent mediums, including the Fox sisters, were able to survive critical investigation. The Fox sisters actually discredited themselves in 1888; claiming that they had faked the rapping and that their sister Leah was responsible for making them continue the façade (Catherine would recant her "confession" the following year and continued to work as a medium, a testament to the strength of the movement).

Spiritualism is a powerful force in Britain during the Imperial Age. The first British Spiritualist publication was The Yorkshire Spiritual Telegraph in 1855. There were many Spiritualist journals, including The Spiritualist, The Psychic World, and Two Worlds. Major Spiritualist groups in London included the Marylebone Spiritualist Association, founded in 1872 and the British National Association of Spiritualists, founded in 1884. By the end of the Imperial Age, there would be efforts to unite Spiritualist churches under one banner.

There were other movements during the Imperial Age that either grew out of Spiritualism or had similar teachings. Spiritism, which was started in France in the 1850s by occultist Allan Kardec, added reincarnation and belief in

extraterrestrial life to the usual Spiritualist teachings. Theosophist founder Helen Blavatsky claimed to contact spirits for knowledge. Christian Science, founded by Mary Baker Eddy in 1875, included the belief that one could heal oneself through prayer (although Eddy was influenced by Mesmerism rather than Spiritualism).

SPIRITUALISM AND WOMEN

One very interesting aspect of Spiritualism was its appeal to women. Largely left out of leadership roles in established religions, women found that Spiritualism offered them a degree of equality and even dominance in the faith. More women than men were mediums, and Spiritualism was practiced in drawing rooms and parlours throughout the middle and upper classes of the western world. Partly as a result, many Spiritualists campaigned for equal rights for women during the Imperial Age (many had also argued for the abolition of slavery prior to the American Civil War).

In campaigns where Spiritualism grants supernatural powers, women that are shut out of magickal societies will find acceptance and prominence amongst Spiritualists.

EVIL SPIRITUALISTS

Historically, Spiritualism was not evil. Like established religions before it, Spiritualism provided yet another moral code and a positive view of the afterlife. Even in the case of medium fraud, the motives were for selfish economic reasons.

Still, the evil necromancer is a fiction staple and stands in stark contrast to Spiritualism. In campaigns where Mediums wield true power, there are those that will use that power for dark purposes. Evil Mediums are mechanically similar to regular mediums except that they can cause injuries and command the dead. Such mediums are not recommended as player characters but they make great villains. In fantastic campaigns, a society may even have laws that make evil Medium practice a crime. Good Spiritualists and their allies will want to bring “rogue” mediums to justice.

ESOTERIC SOCIETIES

Hundreds of Spiritualist organizations, churches, and events exist throughout the Imperial Age, especially in America and Britain. The following are a few examples that can be used directly or as models for fictional Spiritualist societies.

British National Association of Spiritualists

Founded in Liverpool in 1873, the British National Association of Spiritualists is a London organization. It is perhaps most notable for spawning the Society of Psychical Research nine years later. In 1884 the society changes its name to the London Spiritualist Alliance.

First Spiritualist Society of Laona

This Spiritualist organization was founded in 1855 on the shore of Cassadaga Lake, New York (it changes its name to the Cassadaga Lake Free Association in 1879). It is one of the oldest Spiritualist groups in the world.

The rural setting of this organization (western New York) makes it a perfect place to meet mediums from all over the USA. American mediums could debate doctrine and hold events away from urban centres. Foreign mediums would also be likely to come here to vacation and rub elbows with their American brethren.

Marylebone Spiritualist Association

Founded in 1872, the Marylebone Spiritualist Association is a small, secret group of Spiritualists that meet in various places throughout London. They are a prime example of the covert, loose structure of Spiritualist groups in 1870s England.

National Federation of Spiritualist Churches

Founded at the end of the Imperial Age in 1890, the National Federation of Spiritualist Churches attempted to unite Spiritualist Churches throughout England. The first meeting is held in July in Manchester.

New England Spiritualist Campmeeting Association

Formed in 1872 and incorporated in 1879, the New England Spiritualist Campmeeting Association had many notable Spiritualists speak there throughout the Imperial Age, including Andrew Jackson Davis. The organization is based in the village of Lake Pleasant in Franklin County, Massachusetts.

Society for Psychical Research

Established in 1882, the Society for Psychical Research is a private organisation dedicated to studying anything related to the occult and supernatural. The society has headquarters in London and Cambridge. A separate American branch is established in 1885, but is forced to dissolve and reorganize as an official branch of the SPR five years later. The society is most famous for revealing the fabrications of the Theosophical Society in 1884, but it is not necessarily a “debunking” organisation. The SPR is simply interested in learning the truth about esoteric topics.

In historical campaigns, the SPR is a thorn in the side of occult societies, constantly challenging members to prove their claims. In magickal campaigns, the SPR may have its own magickal practitioners or mediums and will use them to investigate magickal or spiritual crimes.

The Spiritual Fraternity

Founded by wholesale grocer Marcellus Ayer in 1883, The Spiritual Fraternity is located in the Back Bay of Boston. The original name of the group was The Working Union of Progressive Spiritualists, but the name was changed with the building of the First Spiritual Temple in 1885. This organization is part of the Christian Spiritualist movement.

Theosophical Society

The Theosophical Society was founded in New York City in 1875. Originally, it was not very different from other Hermetic groups. Its members organized along Masonic lines, studying western occult topics. Like most occult societies of the time, it maintained a small membership. One of the founders, Helena Blavatsky, claimed to learn secret knowledge from communication with spirits.

Investigators for the Society of Psychical Research searched Blavatsky's home while she was away in India. When she returned in 1884, she was faced with evidence that she'd faked miracles. The scandal made headlines around the world but would do no real harm to Blavatsky or the Theosophical Society. The Society continued to grow until it fractured after Blavatsky's death in 1891.



PART TWO: SPIRITUALISM IN THE IMPERIAL AGE

There are a number of ways to incorporate Spiritualism in an Imperial Age campaign. Game Masters should select one that is appropriate for his own campaign style. Adventure hooks follow the description of each campaign type.

THE HISTORICAL CAMPAIGN

“Historical” is perhaps misleading; this campaign type presumes that Spiritualism and other occult powers simply do not provide mechanical benefits. Spiritualism, like any other religion, is a belief system, one that is easily challenged because of its reliance on physical manifestations of spirits (catching someone rapping under the table is enough to convince many). Established religions and the Psychical Society are constantly seeking ways to discredit Spiritualism, especially Spiritualist societies that have rejected Christianity (or other religions).

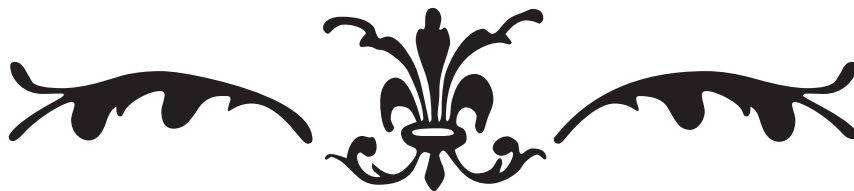
Spiritualism has been popular in America earlier than in Britain, so American Spiritualists can practice more openly. In Britain, Spiritualism is treated as a secret society in the first decade of the Imperial Age, becoming more open (and more subject to investigation) in the 1880s.

Spiritualism provides an occult social outlet for women, allowing them to exchange ideas and converse about subjects normally unavailable to them. Spiritualism also provides a common ground for people of different faiths and backgrounds to socialize with each other, as Spiritualism is decentralized enough to accommodate the particular needs of individual members. On the other side of the coin, Spiritualism provides a method through which unscrupulous entrepreneurs can make money, pretending to contact the deceased for profit. These false mediums have learned how to glean information from their patrons to tell them what they want to hear.

The Medium advanced class would be unavailable in historical campaigns. A Spiritualist would have Knowledge (theology & philosophy) while a medium would also have skills in Knowledge (arcane lore), Bluff, Diplomacy, Sense Motive, and Sleight of Hand.

Adventure Hooks

1. Certain members of London society have been giving large sums of money to a medium, claiming that he truly does have supernatural powers. As investigators for the Society of Psychical Research, the PCs are called to investigate this medium. (The medium is actually a blackmailer, using his skills to uncover scandals and then promise to “silence” the spirits that know them, for a price).
2. Mediums are being murdered in an American city. A newspaper is left at each crime scene, with winning horses circled from a local racetrack. The PCs are called to investigate the murders. (The murderer is a gambling addict that owes a lot in a numbers game. He’s been consulting mediums to get the winning numbers based on the position of the horses that win, place, and show. When the mediums fail, he confronts them with the evidence of their fraudulent powers and kills them).
3. A scientific detective is hired by the pastor of a local church. He believes that his wife is having an affair, due to her disappearing from the house whenever he’s away. (His wife is secretly practicing as a medium for her social circle and she fears for her husband finding out).



THE SUPERNATURAL CAMPAIGN

The supernatural campaign is similar to the historical campaign in that there are no true mediums. What differentiates it is the fact that weird coincidences and occurrences seem to happen around the player characters that cannot be explained by mundane means. Cold spots do occur in homes. Characters have premonitions that turn out to be true. A character receives information in a dream from a recently deceased victim. A character prays for divine intervention and the outcome that he's praying for happens.

The supernatural campaign shares elements of the occult campaign with one key difference: preternatural and supernatural phenomena are the province of the Game Master. Player characters, including mediums, have no powers of their own. Most instances of strange phenomena are dismissed as coincidence or a trick of the mind.

Adventure Hooks

1. The PCs are called to investigate a cold spot in the basement of a recently purchased home. The wall nearest to the spot has been recently repaired. Further investigation reveals a corpse behind the fake wall. The PCs must find out the relationship of the corpse to previous occupants of the house.
2. A medium has a dream about a local dignitary being assassinated while giving a speech at the unveiling of a museum display. She contacts the PCs and asks them to protect the dignitary from the scorpion (the "scorpion" is actually the tattoo of a clan of assassins. They wish to assassinate the dignitary in retaliation for western plundering of Asian artefacts).
3. A serial killer is sending notes to the police, claiming that God is telling him to commit his crimes. He also gives the name of the next victim in code, along with the number of the Commandment that the victim has broken. Can the PCs crack the code and stop the killer before he completes his next crime?

THE OCCULT CAMPAIGN

The occult (or secret magick) campaign looks like a historical campaign to the casual observer, but there are preternatural and supernatural rites, rituals, and creatures lurking in the shadows. True mediums do exist, and they really can speak with the dead. The implications of this are terrifying to the established religions. Religious leaders and orders are quietly doing everything they can to discredit and eliminate Spiritualism.

Spiritualist organizations would have to operate covertly in an occult campaign, as by the very nature of the campaign Spiritualists are in the minority. Preternatural creatures such as vampires, werewolves, mummies, and spirits prey on easy targets.

Gender could play an interesting role in an occult (or fantastic) campaign. Most magickal orders, especially in the 1870s, are exclusively male fraternities. Spiritualism, on the other hand, has attracted many female mediums. This could lead to a world where men are primarily arcane spell casters while women are primarily divine spell casters.

Adventure Hooks

1. A medium hires a scientific detective for an interesting proposal. The medium claims that he can learn the identity of murderers from their victims, but he is inept at gathering hard evidence. Can the scientific detective connect the dots in murder cases for him?
2. The PCs learn that one of the secret aims of the USA cavalry in the Indian Wars is to eliminate Native American shamans (mediums). Depending on their position, the PCs may be asked to help or hinder the policy.
3. The police have been pulling bodies from the river, bodies that show signs of being dead long before they've been dropped. Some of the bodies have been identified as being stolen from rural graves. Who is responsible? (An evil Spiritualist has been animating dead bodies as minions for some schemes, discarding them once his plans are completed).

THE FANTASTIC CAMPAIGN

Spiritualism has gained acceptance in the fantastic campaign. Mediums are allowed to practice openly and may even have licenses from their respective governments. Established religions have either learned to adapt or are quietly fading away. Magick is practiced openly as well, and some Mediums are also Hermetic Disciples.

Mediums would find employment in all aspects of society. Mediums would make excellent police criminal investigators, able to ask questions of deceased victims. Mediums could also gather intelligence on the battlefield. No hospital would be complete without a few Mediums on staff. In an extreme case, powerful Mediums could keep the major powers of the world from fighting with each other, as they can check the moves of other nations through divination. Due to Spiritualism's openness towards women, world societies could remove gender-based restrictions earlier than they did in the real world. Female mediums may be partnered with male scientific detectives (or a female medium may also be a scientific detective). Hospitals may start to employ primarily female doctors with medium training.

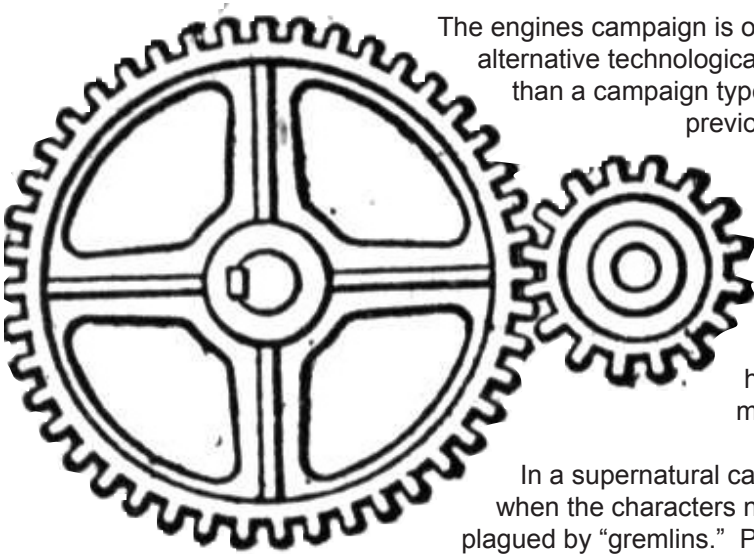
The fantastic campaign might also enable characters to travel between the world of the living and the world of the dead. Death itself might be treated as the next step of life, as one has finally learned how to transcend the needs of the flesh.

Adventure Hooks

1. The dead victims of a serial killer ask a medium to stop him before he kills again. While collecting evidence, the medium discovers that all of the victims have been drained of blood. Can the medium track down a vampire on his own, or will he need assistance from more qualified hunters and detectives?
2. A group wants to overthrow the French government and re-establish the Paris Commune. With an army of undead created from fallen soldiers in the Franco-Prussian War, they just might succeed. The PCs are charged by the French President to root out the Mediums involved.
3. The North Atlantic Interworld Railroad offers trips to and from the afterlife. Some of the "tourists" have been disappearing while the locomotive is in the Other World, but the head count on the return trip is always matches ticket sales. What is going on? (Many things could be happening here. Some people might hop off the train in the Other World, which is illegal; to remain with deceased loved ones. In other cases, some of the dead may have discovered how to create new bodies and use them to replace the missing tourists. In some cases, spirits of the dead may possess tourists and live their lives).



THE ENGINES CAMPAIGN



The engines campaign is one that focuses on technological progress, especially alternative technological progress (popular in today's "steampunk" genre). Rather than a campaign type of its own, the engines campaign can overlay any of the previous campaign types.

In a historical engines campaign, Spiritualism simply does not work. Enterprising characters, however, might use technology to produce the effects necessary to make their patrons believe that they are experiencing a supernatural event (trick photography did exactly this during the Imperial Age). Rapping could come from a hidden engine, while objects might be levitated in the same manner. Dim lighting would help further the deception.

In a supernatural campaign, engines may push past their capabilities just when the characters need it most. Particularly accident-prone engines might be plagued by "gremlins." Photographs, phonographs, and motion picture cameras might pick up strange objects or noises that can't be explained away.

In occult or fantastic engines campaigns, Spiritualism might be incorporated into engines. Perhaps the spirits of the deceased can possess analytical engines or automatons to interact with the outside world. Perhaps it is possible to build a locomotive that can traverse between the two worlds. Ectoplasmic lenses may allow characters to see spirits and spectral effects.

Adventure Hooks

1. A medium and engineer has discovered a process to enable a deceased spirit to inhabit an automaton. The upper classes now consider it fashionable to design a beautiful "immortal body" so that they can inhabit it after their natural deaths. Some of the "porcelain rich," however, isn't acting the same way that they did in life. Are the spirits inhabiting the automatons whom they seem or is something more sinister afoot?
2. A con artist is using engines to fake supernatural rapping. During one séance, the machine breaks down but the rapping happens anyway. Did the con artist actually contact a spirit or has the con been conned?
3. An evil spiritualist has been augmenting his undead army with prosthetics. Can he be stopped before he unleashes his unholy forces against the nation?

PART THREE:

THE MEDIUM ADVANCED CLASS

The Medium is an advanced class for occult and fantastic campaigns in which Spiritualism is an actual force. Mediums tend to be from the middle and upper classes of society and a great number of them are women. A Medium may either follow a modified version of his previous faith (such as Christianity) or become a full convert to pure Spiritualism.

REQUIREMENTS

To qualify to become a Medium, a character must fulfil the following criteria:

Skills: Knowledge (arcane lore) 6 ranks, Knowledge (theology & philosophy) 6 ranks

Feat: Spiritual Heritage or True Faith

CLASS INFORMATION

Hit Die: The Medium gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points: The Medium gains a number of action points equal to 6 + one-half his character level, rounded down, every time she achieves a new level in this class.

Class Skills: The Medium's class skills are as follows: Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Knowledge (arcane lore, behavioural sciences, theology & philosophy) (Int), Listen (Wis), Profession (Wis), Read/Write Language, Sense Motive (Wis), Speak Language, Spellcraft (Int), Spot (Wis), Treat Injury (Wis).

Skill Points at Each Level: 5 + Int Modifier



Level	BAB	Fort	Ref	Will	Special	Def	Reputation
1	+0	+2	+0	+2	Divine Skills, Spirit Guide	+1	+2
2	+1	+3	+0	+3	Detect Magic	+1	+2
3	+2	+3	+1	+3	Spirit Guide, Turn or Rebuke Spirits	+2	+2
4	+3	+4	+1	+4	See Spirits	+2	+3
5	+3	+4	+1	+4	Conduit, Spirit Guide	+3	+3
6	+4	+5	+2	+5	Turn or Rebuke Undead	+3	+3
7	+5	+5	+2	+5	Spirit Guide	+4	+4
8	+6	+6	+2	+6	Possession	+4	+4
9	+6	+6	+3	+6	Spirit Guide, Turn or Rebuke Outsiders	+5	+4
10	+7	+7	+3	+7	Evolution	+5	+5

CLASS FEATURES

Divine Skills: A Medium has access to the following divine skills. These skills are considered class skills for the Medium, and he can use his skill points to buy ranks in them, just like other skills in the game.

Concentration (Con): The normal Concentration skill expands to include divine applications, as defined below.

Check: You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including casting a spell or concentrating on an active spell, that requires your full attention. If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell is lost. If you were concentrating on an active spell, the spell ends. The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are casting a spell, you add the level of the spell to the DC.

Try Again?: You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a spell, the spell is lost.

Special: By making a check (DC 15 + spell level), you can use Concentration to cast a spell defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the casting without incurring any attacks of opportunity.

Spellcraft (Int): Trained only. Use this skill to identify spells as they are cast or spells already in place.

Check: You can identify spells and magic effects. Additionally, certain spells allow you to gain information about magic provided that you make a Spellcraft check as detailed in the spell description.

Try Again?: See above.

Time: Unless otherwise indicated, Spellcraft is a move action.

DC	Spellcraft Task
15 + spell level	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) You can't try again.
15 + spell level	When casting detect magical aura, determine the school of magic involved in the aura of a single item or creature you can see. (If the aura isn't a spell effect, the DC is 15 + one-half caster level.)
20 + spell level	Identify a spell that's already in place and in effect. (You must be able to see or detect the effects of the spell.) You can't try again.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a wall of iron spell. You can't try again.
20 + spell level	Decipher a written spell (such as a scroll) without using read magic. One try per day.
25 + spell level	After rolling a saving throw against a spell targeted at you, determine what spell was cast upon you. This is a reaction.
25	Identify a potion. This takes 1 minute.
30 or higher	Understand a strange or unique magical effect. You can't try again.

Spirit Guide: All Mediums make contact with spirit guides, helpful spirits that guide the Medium, teach him divine spells, and aid in séances. Mediums generally choose spirits of the dead for spirit guides, although a religious Medium might choose angels in addition to saintly spirits. During the Imperial Age, non-Western spirit guides, such as Native Americans, Arabian, or Asian spirits, are preferred.

At 1st level, the Medium receives his first spirit guide. This grants him 2 orisons and 2 first level divine spells. At every odd level thereafter, the Medium receives a more powerful spirit guide that grants him 2 spells of the next level (on even levels, spirit guides will grant 2 additional spells in each of the levels that the Medium already knows). The Medium may learn any spell from any level that he knows, provided that the spirit guide knows the spell (see GM guidelines below). Once cast (with help from the spirit guide), the Medium loses the spell until he can replenish the following evening. Spirit guides may only be contacted after sunset and before sunrise to teach spells. This instruction takes an hour and may only be performed once per night. The Will Save DC to resist the effects of a Medium's spell is 10 + the spell's level + the Medium's Wisdom modifier.

In addition to granting divine spells, spirit guides also aid in the faith healing and séance incantations. A Medium may subtract his number of spell levels (excluding orisons) from the number of successes needed for the incantation (e.g. a Medium that can cast 2nd level spells would only need 4 successes to perform a séance). In addition, when performing a séance, the Medium may add his class level to a spirit's Will Save DC.

GMs are encouraged to develop the personalities of spirit guides and assign spells learned to particular spirit guides. The GM also determines what spells a particular spirit guide is able to teach. A Medium may have only one spirit guide that mentors him throughout his entire career, or he may have multiple spirit guides (e.g. a spirit guide for healing spells, a spirit guide for divination, etc.). If something should happen to a spirit guide, the Medium loses the ability to cast spells from that spirit guide until he is either able to re-establish a connection or find a replacement spirit guide (it takes 2d6 nights to find a replacement spirit guide).

Detect Spirit: At second level, the Medium is attuned to spirit activity. He can feel the presence of a spirit within 60 feet. The Medium cannot see the spirit nor determine exactly where it is. If the Medium happens to walk through the spirit, he may make a DC 15 Spot check to realize this (this is referred to as a "cold spot"). At the GM's discretion, this ability may be used to feel the presence of corporeal Undead or Outsiders as well.

Turn or Rebuke Spirits: Starting at 3rd level, a Medium gains the supernatural ability to affect spirits of the deceased. The Medium's allegiance (good or evil) determines the effect she can have on these spirits. A Medium of the good allegiance can turn or banish spirits, driving them away, while a Medium of the evil allegiance can use negative energy to rebuke spirits, causing them to cower in his presence. (In the text that follows, up to the section on Effect and Duration of Turning, "turning" refers to turning or rebuking, whichever is appropriate for a particular Medium). While holy symbols aren't necessary for the use of this class feature, religious Mediums will usually employ them (they have no practical effect).

A Medium can turn spirits as an attack action. Doing so does not provoke an attack of opportunity. A Medium may attempt to turn a number of times per day equal to 3 + his Charisma modifier. The Medium turns the closest turnable creature first. He can't turn creatures that are more than 60 feet away or that have total cover. In order to turn a spirit, the Medium makes a turning check to determine how powerful a creature you can turn. This is a Charisma check (1d20 + Charisma modifier). The table below shows the Hit Dice of the most powerful spirit you can affect, relative to your Medium level.

Turning Check Result	Most Powerful Creature Affected (Maximum Hit Dice)
0 or lower	Medium level -4
1-3	Medium level -3
4-6	Medium level -2
7-9	Medium level -1
10-12	Medium level
13-15	Medium level +1
16-18	Medium level +2
19-21	Medium level +3
22 or higher	Medium level +4

If the turning check result is high enough to let you turn at least some of the spirits within 60 feet, the Medium rolls 2d6 and adds his Medium level and Charisma modifier to the result to determine turning damage. That's how many total Hit Dice of spirits he can turn on this attempt. The Medium may skip over already turned creatures that are still within range so that he doesn't waste his turning capacity on them. Turned spirits flee from the Medium by the best and fastest means available to them (usually the "other side"). A turned spirit flees for 10 rounds (1 minute). If it can't flee (usually due to magic), it cowers (can take no actions, -2 penalty to Defence). If the Medium moves to within 10 feet of a cowering turned spirit, it overcomes the turning and can act normally. (The Medium can be standing within 10 feet of the spirit without breaking the turning effect; she just can't approach any closer to the spirit.) The Medium can attack a turned and cowering spirit with ranged attacks from more than 10 feet away, and others can attack in any fashion, without breaking the turning effect.

If the Medium has twice as many Medium levels (or more) as the spirit has Hit Dice, he may banish any spirit that he would normally turn. This sends the spirit into a more inaccessible part of the afterlife. Banished spirits may not return for 2d4 days. Tormented spirits may voluntarily be banished as a reward or end to their suffering. Such spirits will not return.

Evil Mediums and Spirits:

An evil Medium with the evil allegiance channels negative energy to rebuke (awe) or command (control) spirits, instead of turning or banishing them. An evil Medium makes the equivalent of a turning check. Spirits that would be turned are rebuked instead, and those that would be banished are commanded. A rebuked spirit cowers as if in awe (can take no actions, -2 penalty to Defence) for 10 rounds. A commanded spirit falls under the mental control of the Medium. The Medium can give mental orders to a commanded spirit as an attack action. The Medium can command any number of spirits whose total Hit Dice doesn't exceed his Medium level. He may voluntarily relinquish command in order to establish command on different spirits.

An evil Medium may dispel the turning effect of a good Medium. To do so, the evil Medium makes a turning check as if attempting to rebuke. If the turning check result is equal to or greater than the turning check result that the good Medium scored when turning them, then the spirits are no longer turned. The evil Medium rolls turning damage to see how many Hit Dice worth of spirits he can affect in this way.

An evil Medium may bolster spirits against turning effects in advance. He makes a turning check as if attempting to rebuke them, but the Hit Dice result becomes the spirits' effective Hit Dice as far as turning is concerned (provided the result is higher than the spirits' normal Hit Dice). This bolstering lasts for 10 rounds.

See Spirits: At 4th level, the Medium gains the ability to see any spirit within 100 ft. of him, unless the spirit is trying to remain invisible (at which point the Medium must overcome the spirit's defences first). This ability applies only to the Medium.

Conduit: At 5th level, the Medium may invite a spirit to inhabit his body and answer questions. The spirit has no control over the Medium's body except for his mouth. Other participants in the séance may converse with the spirit, subject to the limitations of the séance (6 questions or 6 minutes). Once the time is up, the Medium regains control, remembering nothing.

Turn or Rebuke Undead: At 6th level, the Medium may turn or rebuke all forms of undead, not just spirits.

Hear Spirits: At 7th level, the Medium may converse with any spirit he can see. At this point, the limitations of the séance become moot. While a spirit is only compelled to answer 6 questions truthfully, a Medium can continue to converse with it subject to the normal social limitations. Witnesses will only hear the Medium speak.

Possession: At 8th level, the Medium may invite a spirit to completely possess his body. The Medium remains aware during this time. The possession lasts as long as the Medium wishes if the spirit has less Hit Dice than the Medium. If the spirit has more Hit Dice, then it may attempt to resist the Medium. To regain control, the Medium needs to make a Will Save against a DC of 10 + the spirit's Hit Dice + the spirit's Wisdom modifier. The Medium may add his Medium level to the check (representing aid from his spirit guides). If the Medium fails, he is forced out of his own body and becomes a spirit. The Medium may only regain control if the possessing spirit leaves his body.

Turn or Rebuke Outsiders: At 9th level, the Medium may turn or rebuke outsiders.

Evolution: At 10th level, the Medium may voluntarily become a spirit. The Medium's body remains intact, but may only perform involuntary functions (such as breathing). The Medium may return to his body at any time, as long as it is still alive. As a spirit, the Medium gains all of the abilities of the undead template. In addition, the Medium gains the following abilities:

Incorporeal (Ex): A spirit can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, and supernatural abilities. It is immune to nonmagical attack forms. Even when hit by spells or magic weapons, it has a 50% chance to ignore damage from a corporeal source (except for force effects, such as magic missile, or attacks made with ghost touch weapons). It can pass through solid objects at will, but not force effects (such as a wall of force). Its attacks ignore natural armour, armour, and shields, although deflection bonuses and force effects (such as mage armour) work normally against it. A spirit moves silently and cannot be heard with Listen checks (unless it wished to be heard). It has no Strength score, so its Dexterity modifier applies both to its melee and ranged attacks. Non-visual senses, such as blindsight and scent, do not function against an ash wraith. A spirit cannot be tripped or grappled by a corporeal attacker, nor can a spirit make trip or grapple attacks.

Bonuses to Defence: A spirit gains a deflection bonus to its Defence equal to its Charisma modifier (minimum +1). Although it may appear to wear armour and other forms of protection, a spirit receives no natural armour bonus or equipment bonus to Defence.

Invisibility (Ex): Spirits are naturally invisible but may be detected by spells that detect or reveal invisible creatures and objects. A spirit may reveal itself willingly, but normally does so only during the night. A Medium's See Spirits class feature allows the Medium to overcome this ability.

Rejuvenation (Su): In most cases, it's difficult to destroy a spirit through simple combat; the "destroyed" spirit will often restore itself in 2d4 days. As a rule, the only way to get rid of a spirit forever is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require use of the Research skill.

Turn Resistance (Ex): A spirit has +4 turn resistance. If a spirit is turned but cannot flee, it is instead destroyed. However, it may still rejuvenate (see above).

Darkvision (Ex): Spirits can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and spirits can function with no light at all.

Skill Bonuses: Spirits receive a +8 species bonus on Hide, Listen, Search, and Spot checks.

Evolved Mediums may survive the death of their body and continue "living" as a spirit. Evil Mediums may even animate their old corpse (or that of another) to provide a corporeal form.

GMs should note that most spirit guides are evolved mediums. Spirit guides can be designed as 10th level Mediums if statistics are desired, with the exception that a Spirit Guide has access to any spells that the GM deems appropriate. An interesting twist would require the Spirit Guide to learn his spells from a higher power before teaching them to a Medium.

PART FOUR:

NEW INCANTATIONS & FLATS

NEW INCANTATIONS

The following are two new incantations for Imperial Age campaigns. Anyone can perform an incantation provided that incantations work in the campaign.

Faith Healing

Conjuration (Healing)

Skill Check: Knowledge (theology and philosophy) DC 30, 6 successes; **Failure:** Two consecutive failed skill checks;

Components: V, S; **Casting Time:** 30 minutes; **Range:** Close; **Target:** Living Person; **Duration:** Instantaneous; **Saving**

Throw: Will negates (DC 16 + caster's Charisma modifier) (harmless); **Spell Resistance:** Yes (harmless)

Faith Healing enables you to channel spiritual energy into yourself or another to wipe away injury and afflictions. It immediately ends all of the following adverse conditions affecting the target: temporary ability damage (but not permanent ability drain), blindness (including dazzled effects), confusion or insanity, daze, deafness, fatigue, exhaustion, feeble-mindedness, nausea, and poison. It also cures up to 50 points of damage. A single casting of the incantation is enough to simultaneously achieve all of these effects. *Faith Healing* also removes negative levels, but it does not restore permanently drained levels.

Faith Healing may only be performed on a person once a week. The primary caster need not be the recipient, but he is exhausted after performing the incantation (the primary caster may perform multiple faith healings within a week, but may only heal himself once). If the recipient shares the same faith (Spiritualism counts) as the primary caster, then there is no saving throw. Recipients that are not of the same faith must fail the Will save. If such a recipient is cured, then he may change his allegiance for future faith healings (he has "seen the light"). Note that Spiritualists that incorporate a previous religion, such as Christianity, are considered to be members of the previous faith for purposes of the incantation.

Séance

Conjuration (Summoning), Enchantment (Compulsion) [Mind-Affecting]

Skill Check: Knowledge (arcane lore) DC 30, 6 successes; **Failure:** Two consecutive failed skill checks;

Components: V, S, SC; **Casting Time:** 30 minutes; **Range:** Close; **Target:** spirit of the dead; **Duration:** (see below);

Saving Throw: Will negates (DC 16 + caster's Charisma modifier); **Spell Resistance:** Yes

You can summon the spirit of a deceased person. The spirit will answer questions through indirect methods (rapping once or twice for yes-or-no questions, manipulating a tool to spell out answers). The spirit remains for 6 questions, 6 minutes, or when dismissed, whichever is sooner, at which point it returns to the "other side" and cannot be summoned again for a week. A caster may only participate in one séance a day (whether or not he is the primary caster). Whether successful or not, the primary caster is exhausted at the end of the séance.

Séances must be performed in dimly lit rooms. Spirits are more easily compelled at night; add 5 to the DC if the séance is being cast while the sun is up). The primary caster is usually the person with the highest Knowledge (arcane lore) skill. There must be a minimum of four participants in addition to the primary caster, all seated and holding hands around a table. All participants must be supportive of the séance (scepticism is okay, as long as the sceptic is supportive and not disruptive).

The spirit must be identified by name or association (e.g. "the spirit inhabiting this house" or "the spirit following Mr. Granger"). Lower the DC by 2 if one of the participants shared a special relationship with the spirit while it was alive. Once summoned, the primary caster can ask the spirit 6 questions. Unless a séance aid is used, questions will be limited to yes-or-no answers. The primary caster can defer questions to other participants in the sitting circle. The spirit cannot lie, but may refuse to answer questions. The spirit will also only be as helpful as its attitude upon summoning (which is another reason why relatives or good friends are important in the sitting circle).

The GM is encouraged to conduct the séance in real time, keeping an eye on the clock for questioning. This is very important if the primary caster is using a séance aid to glean more complete answers.

Séance Aid: Originally, spirits only answered questions by rapping. This limited answers to yes-or-no or multiple-choice (which can eat up a lot of time, since the primary caster must instruct the spirit how to answer the question). It wasn't long before Spiritualists designed séance aids to get better quality answers more quickly. Pendulums could be swung over a plate with words or letters printed on the edges, or a tablet with a pencil could allow the spirit to write out the answers (while the primary caster can communicate with any spirit, spirits can only write answers in the languages they knew in life). Answers can also be written out in advance, allowing the spirit to quickly select a complete answer.

The ouija board was not invented until just after the Imperial Age, although similar precursors were used. In a campaign where Spiritualism is real, the ouija board would probably have been invented sooner.

NEW FEATS

Spiritual Heritage

You have the natural ability to tap into the spirit world. This may be a family trait or you may have been chosen by a greater power. Whatever the reason, you can cast orisons. This ability usually makes you want to discover more about your inner abilities and choose the path of a medium.

Prerequisite: Wisdom 10

Benefit: Choose three 0-level divine spells ("orisons"). You may cast each of these spells once per day per your divine spellcasting level (minimum 1). You may only take orisons that are available in the campaign.

Special: You may only take this feat as a 1st-level character.

True Faith

You are deeply rooted in your faith.

Prerequisite: Wisdom 10

Benefit: You may cast Shield of Faith once per day per your divine spellcasting level (minimum 1).



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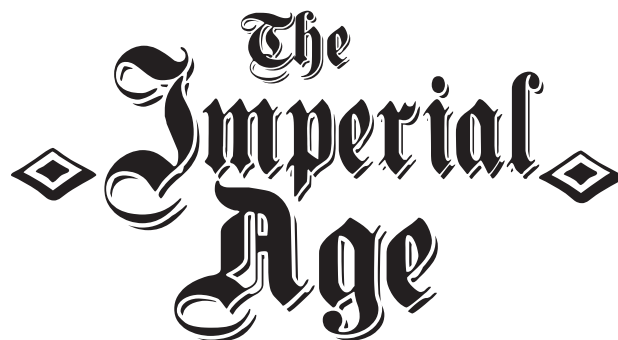
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