

# “Untitled Project at Imperial”

Hollywood, 1948. Delores Mores, movie starlet and six film contract player for Imperial Pictures is missing.

The Hierarch of Los Angeles, both as a silent partner in Imperial and a committed movie lover, wants her back and done hush hush. Snoopers love a scoop and business is bad enough as is without a tabloid scandal.

Finding one dame in a city of millions, on the QT, and by sunup. What could possibly go screwy? You might be magic, but this is Tinseltown.

*A Mage Noir caper for five Cinomancers who know there's no business like Show Business by the Brothers Nuge.*

## The Elevator Pitch (the game in 5 minutes)

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## Scene One

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## Scene Two

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## Scene Three

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## Scene Four

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## Scene Five

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## Scene Six

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## **Appendix I: NPCs**

The people who make up LA in the 1940s.

## Appendix II: Rules

This game uses a mishmash of magic from *Ars Magica* and *Mage: The Awakening*.

To do magic, you need to be able to VERB the NOUN; you have to have the relevant **Art** and **Arcana**. If you have a spell, or “**Rote**” you make it easier to cast. If you can’t use your magic tools or practices, or “**Foci**”, it’s harder. Magical energy or “**Mana**” can be used to power magic. If it’s clearly magic, it invoke a backlash from the universe, or “**Paradox**”.

### Arts (“Verbs”)

**Creo:** “I create”, brings objects and substances into existence from nothing, or makes an already-existing target a “more perfect” version of itself.

**Intellego:** “I perceive”, detects or reveals, enhances a target’s natural senses or conveys supernatural ones.

**Muto:** “I transform”, alters the nature of a being, object or substance, adding unnatural traits and/or removing natural ones.

**Perdo:** “I destroy”, decays, disintegrates or otherwise diminishes the target, making something a worse example of its kind.

**Rego:** “I control”, involves manipulation of the target in any way that does not alter its nature.

### Arcana (“Nouns”)

**Fatum:** “Fate”, governs blessings and curses, destiny, and luck.

**Locum:** “Space”, governs conjuration, scrying, wards and sympathetic connection.

**Mentem:** “Mind”, governs willpower, hallucination, telepathy and dreams.

**Mortem:** “Death”, governs darkness, decay, ghosts and the Underworld

**Potentem:** “Force”, governs fire, lightning, gravity, and sound.

**Primum:** “Prime”, governs raw magic, the manipulation of mana, relics, the Soul and Divine beings.

**Rem:** “Matter”, governs base alchemy, and inanimate gases, liquids and solids.

**Tempus:** “Time”, governs divination, prophecy, and manipulation of the flow of time.

**Umbram:** “Spirit” governs inhuman Spirits, the The Shadow, and the Gauntlet.

**Vitam:** “Life”, governs the body, healing, disease and metamorphosis.

## Rotes & Foci

Rotes are effects the Mage has learned off that they can cast like muscle memory. They get +2 dice to cast a rote. The Mage needs the arcanum to have the rote.

Foci are the mages tools for doing magic. If they has them, he casts as normal. If lost or can't be used, the mage is at -2 to magic rolls.

## Mana

Added to a roll, every point of Mana spent counts as an additional success, or used to counter the effects of Paradox. Mana spend needs to be declared before the roll.

## Combining Multiple Arts and Arcana and Teaming Up

The roll will always be one (1) Art and one (1) Arcana, even if it requires more than one of either to succeed; the roll will be determined by the most relevant Art and Arcana, not the highest. If you don't have all the Arts and Arcana needed but another player does, they can assist in the ritual and provide that experience. No matter how many mages are involved, the ritual ultimately comes down to one caster. Every success from another Mage's casting provides an additional dice to the main caster roll.

## Target

**1 Success:** Minor change, affecting an individual, or a small object (chair or door)

**3 Successes:** Medium change, affecting multiple individuals or a well known person, or a large object (truck or large machine)

**5 Successes:** Major or permanent change, affecting huge numbers of individuals or very famous people or a huge object (building, ocean liner).

**+1 difficulty:** A single witness / coincidental effect / within line of sight.

**+3 difficulty:** multiple witnesses / improbable effect / telephone distance.

**+5 difficulty:** Crowd of witnesses / impossible effect / from a map.

## **Effect: Success, Failure and Paradox**

Make the roll - Successes are 8s, 9s, and 10s, with 10s exploding (keep the success and roll again).

**Roll target or above:** The magic succeeds as planned.

**Roll 1 less than target:** Effect fails, no Paradox.

**Roll 3 less than target:** Minor Paradox. A localised or weak Paradox effect occurs.

**Roll 5 less than target:** Major Paradox. A widespread or strong Paradox effect occurs.

## **Paradox**

Paradox is when reality snaps back against magic. It turns up in in different ways.

**Havoc:** The spell changes from its intended target to something similar but different.

**Madness:** The mage suffers a derangement which increases in severity depending on their rank in the arcanum they were using.

**Anomaly:** Reality tears itself apart to allow the unbelievable and unpredictable to occur.

**Backlash:** The mage takes damage equal to the Target Number less successes.

**Manifestation:** Something shows up. At best, a gremlin or other nuisance. At worst, something mythological shows up, usually symbolically linked to the magic ritual.