

# On Her Majesty's Arcane Service

written by Clash Bowley

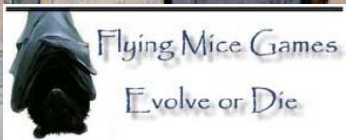


Flying Mice Games

# *On Her Majesty's Arcane Service*

## *A Blood Games Game*

Sample file





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*Cover by Rich Parkinson*

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*For the Playtesters*

*A Huge Thank you goes to the Alpha testers, for all their hard work  
making things work*

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*There are public domain pictures used as fill illos scattered throughout this  
game book.*

# ON HER MAJESTY'S ARCANÉ SERVICE

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# introduction



## The Way Things Are

In the beginning, Homo Sapiens was a prey species. Hunted by the creatures of darkness, we had no culture, and only the most primitive of tools. We were brought out of Africa, our homeland, into strange places, where we evolved to fit the land. Our terror, the Vampires, fed on us, as did the Lycanthropes and the other Creatures of the Night. They hunted herds of us as wild animals, and they exacted their price in blood. Our hopes and our dreams were as nothing. Demons followed us, feeding on human misery and anger. Where the Vampires were at least partially like us, the demons were evil spirit creatures, less like us than a rock, or a breath of wind. They live in a constantly shifting hierarchy based on dominance and submission.

Enoch, as we call him, changed everything. He is called many things: Thoth, Quetzalcoatl, Enoch, Viracocha, Prometheus; but always the story is the same. The God(s) sent him to teach us the things we needed to know to push back the hated Creatures of Darkness. Enoch taught us the practical Arts: farming, weaving, brewing, baking, and others; to allow us to live a fruitful and productive life. He taught us the religious Arts: ritual, song, drama, prayer, writing, and others; to help us to remember what we had learned and give thanks to the Power(s) which sent him to us. Finally, he taught us the magical and mystical Arts: Mysticism, Mesmerism, Conjuraton, Contact with Spirits, and others; to keep the Creatures at bay and allow humanity to come into its own.

**Enoch**

There was a long age where the Creatures of Darkness were beaten back, and we emerged into the sun. We call this the Golden Age, for the Creatures had not yet evolved defences against what Enoch had taught us, and they feared us. The demons, however, made common cause with the flesh and blood Creatures, for they fed off the anger, despair, and humiliation of humans, and taught the Creatures much to offset the gifts of Enoch. They returned with devastation to Humanity, and empires fell, thrones tumbled, and chaos ruled. We evolved new tricks from the gifts of Enoch and fought back. The Creatures once again assaulted us and broke civilizations. So it went for millennia, the advantage seeing-sawing back and forth, first with the Creatures, then with the humans. Each time, we went further along the path to civilization, so the net effect was a slow, incremental advance.

**The Golden Age**

It is now the mid 16th century, and the first glimmerings of the enlightenment to come are flickering, but superstition and magic still hold sway over the land. England has a new young queen, Elizabeth, who has succeeded her sister Bloody Mary to the throne. Mary was a staunch Catholic, and sought to bring England back to the Mother Church, overthrowing the changes her father Henry had made - by bloody force and burnings if necessary - but it failed. Elizabeth has restored the Church of England. Now the Church of Rome is openly reviled, and Catholics must again go about in secrecy.

**The Present**

**The Protestants**

At this time, the Protestant Church has not really differentiated. The Church of England includes both those only slightly different from Catholics and dour Calvinists who will one day become the Puritans. The struggle against the Pope has until now joined them together, but this forced alliance has begun to unravel in the aftermath of their joint triumph. Accusations of heresy are beginning to fly from both sides. The Queen herself holds to a middle ground, attempting to keep the frail coalition together.

**The Catholics**

The Catholics have been driven underground or to the country for the most part. Some give lip service to the Church of England while retaining fugitive priests. Others retain their public allegiance and suffer social ostracism. In the country villages, Catholicism is practiced in many areas, though the revulsion to Mary's burning of Protestant heretics is gradually eroding any popular support.

**The Rest of the World**

The Spanish, the great power of the time, have vowed to bring England to her knees, back within the arms of Rome. The French continually provoke and taunt. The Netherlands and Germany are split between Catholic and Protestant, and tempers are rising. Jews are forbidden to live in England since 1290. Scotland is free and independent, and always willing to screw England. Your characters will live in interesting times.

**Her Majesty's Arcane Service**

Her Majesty Elizabeth, Queen of England, secretly established in 1560, the second year of her reign, the Arcane Service. The Service is composed of people, usually but not solely of magical bent, who have sworn to protect the realm from magical assault. the head of this service is Dr. John Dee, the Queen's Astrologer, and noted Savant.

**Doctor Dee**

Doctor Dee is a pious, spiritual man - a mystic who converses with angels as well as a brilliant man of science. His passion is exploration and perfecting navigational instruments for explorers. Each day he casts an Astrological Chart for the Queen, advising her of propitious and infelicitous occasions, and steering her towards the best possible outcome.