

A Player's History of the Golden Dawn

by Carrie Hall

The following information summarizes the founding of the Golden Dawn and the first few years of the group's existence. It is intended for players, and represents what a typical Golden Dawn member would know when he or she joined the Dawn.

Origins of the Golden Dawn

In 1888, as the turn of the century loomed ever closer, spiritualism began to fall from favour with Victorian occultists. Initially their attentions had been drawn to the eastern mysticism of Madame Helena Petrovna Blavatsky's Theosophical Society¹. For a few, the normally closed doors of Freemasonry were briefly opened to allow them entry. But throughout the year rumors were circulating in both Theosophical and Masonic circles that an ancient, secret Rosicrucian Society existed in England.

The Rosicrucian Legend

Legend has it that Christian Rosenkreuz was born in 1378 in Austria and at the age of five was placed in a German monastery by his parents. Before he was sixteen he knew both Greek and Latin and he and another of his brethren were chosen to undertake a pilgrimage to the Holy Sepulchre. Unfortunately his companion died in Cyprus and the young monk continued to Damascus alone.

There he learned of the wise men of Damcar in Arabia. Now sixteen, Rosenkreuz set off to find them. He found a warm welcome awaiting him at Damcar, as if he had been expected. From these wise men he learned Arabic and translated Arabic texts into Latin, and also excelled in mathematics and the

natural sciences. His studies completed at Damcar, he moved on to Egypt, then Fez, and finally Spain—at each place accumulating more secret knowledge. Finally he returned home to Germany.

Along with his monastery brethren he set about recording all that he had been taught. The Fraternity Of The Rosy Cross, as they were known, had to each choose a successor to whom the knowledge could be passed in the event of their death—in order to preserve both the knowledge and the Fraternity itself. When Rosenkreuz himself died in 1484 most of the writings of the Fraternity disappeared, along with the body of the founder.

A hundred and twenty years later, in 1604, alterations were being made to the building and a bronze tablet listing the members of the Fraternity was discovered. When the tablet was removed a vault was uncovered. The vault had seven sections, each divided into ten panels covered with arcane symbols and inscriptions. Set into each of the seven walls was an alcove containing a chest. Inside the chests were the original works of the founder. Illuminated from the centre, light shone down on a stone altar, beneath which lay the tomb of the undecayed body of Christian Rosenkreuz. His followers replaced the altar and resealed the vault.

In 1614, documents referred to as the "Rosicrucian Manifestos" appeared, by unknown authors claiming to be acting on behalf of the Rosicrucian fraternity. It is these documents that first described the above story. Societies who identified themselves as Rosicrucian in origin are first recorded in the early-to-mid 1700s. In 1888 there was already a group of occult-oriented Master Masons calling themselves the Societas Rosicruciana in Anglia (the Rosicrucian Society Of England), though despite their name they didn't claim to be true Rosicrucians.

The Genesis Of The Golden Dawn

In 1886, Dr. William Wynn Westcott, a member of the Rosicrucian Society of England, had been told of a manuscript, written in cypher, containing Rosicrucian secrets. By August of the following year Westcott had obtained and translated the cypher. It contained the outlines for five Masonic-style

¹ Madame Blavatsky (1831–1891) was a Russian-born writer and philosopher who played a major role in the Spiritualist movement of the 19th Century. She founded the Theosophical Society in New York in 1875, after a trip to India which she claimed brought her into contact with spiritual leaders who taught her a secret history of the world and a philosophy of personal enlightenment. Her most important books include *Isis Unveiled* (1877), *The Secret Doctrine* (1888), *The Key to Theosophy* and *The Voice of Silence* (both 1889).

grades and their accompanying rituals.

Within the leaves of the manuscript he also found the coded address in Germany of a Rosicrucian adept named Fraulein Sprengel. A flurry of correspondence then ensued, in which it was learned that Fraulein Sprengel was the head of a German Rosicrucian society.

Westcott received Fraulein Sprengel's permission to found an English branch of Die Goldene Dämmerung (the Golden Dawn). In October 1887 he invited fellow Mason Samuel Liddell MacGregor Mathers to join him and to help expand the rituals contained in the manuscript. The triumvirate was completed by Dr. W.R. Woodman, Supreme Magus of the British Rosicrucian Society. Woodman played little part in the founding of the Order, as he was known as a student of the more obscure elements of the Cabala and Masonic Symbolism. That the Order existed at all was due to the Westcott's efforts alone. A coroner by profession, he was, by all accounts, a scholar and a gentleman with a true fascination for all things occult.

Westcott received a letter of authority to act on behalf of Fraulein Sprengel in January 1888 and on the first of March a warrant was signed creating Isis-Urania, Temple No. 3 of the Golden Dawn. Temple No. 1 was Sprengel's own Licht, Liebe, Leben in Germany. Temple No. 2, Hermanoubis, was an earlier unsuccessful attempt to establish the Order in England. Hermanoubis Temple No. 2 had apparently been responsible for losing the cypher manuscript, lent to them by the renowned occultist Eliphas Levi². This temple had ceased to function due to the deaths of its officers.

Westcott's Golden Dawn was less of a temple and more a university of the occult. It operated a degree system not dissimilar to that of Freemasonry. Unlike Freemasonry, however, the Golden Dawn admitted women as well as men. All initiates were to undertake a rigorous curriculum of occult theory and a series of exams in order to progress through the initial grades:

- 0=0 Neophyte
- 1=10 Zelator
- 2=9 Theoricus
- 3=8 Practicus
- 4=7 Philosophus
- Portal (this interim grade had no number)

These were the Outer Order grades taken from the cypher manuscript. These were followed by the Inner Order grades, whose rituals and teachings were created by Mathers.

- 5=6 Adeptus Minor

²Eliphas Levi (1810–1875) was an influential French occultist. His work was and is revered by those interested in Hermetic magick and especially in the tarot.

- 6=5 Adeptus Major
- 7=4 Adeptus Exemptus

Finally there were the grades of the Secret Chiefs, the mysterious true leaders of the Order who appeared only on the Astral Plane.

- 8=3 Magister Templi
- 9=2 Magus
- 10=1 Ipsissimus

The numbers associated with each grade follow a pattern, which should be clear if you look closely. From the Outer Order to the Inner Order, the first number runs from 0–10; the second number runs in the opposite direction. These numbers represent different branches of the Tree of Life (a concept found in Jewish Cabalism) and placed as they are in pairs, represent various attributes associated with the Tree of Life that apply to the various levels. The 1=10 level (Zelator), for instance, was tied to the element of earth (1) and to the divine center of human consciousness (10). This meant that the Zelator was a being of the mortal realm, but also acknowledged that said realm was still part of the greater divine whole. At the 10=1 level (Ipsissimus), the reversal is complete: the Ipsissimus is a dweller of a realm whose entire substance is that of the ethereal and the transcendent.

Each degree had its own unique ritual and each member had their own motto (usually in Latin) which was used instead of their name when conducting Order business. Members who reached the Inner Order took a new motto, and learned of the Secret Chiefs above them. As the visible Chiefs of the Order, Westcott (motto: Sapere Aude), Mathers (motto: 'S Rioghal Mo Dhream), and Woodman (motto: Magna Est Veritas Et Praevavebit) all held the 5=6 grade.

Fraulein Sprengel (Sapiens Dominabitur Astris) held the 7=4 as did Non Omnis Moriar, Deo Duce Comite Ferro and Vincit Omnia Veritas—who were the Secret Chiefs of the Golden Dawn in England.

In 1888 a Neophyte could expect to be charged 10s for the privilege and charged an annual fee of 2s 6d. His ceremonial sash would also cost 2s 6d, and a copy of the 0=0 ritual cost 5s. He could also purchase a copy of the Order's history for 2s. The ritual itself had Egyptian overtones and culminated in a pledge of secrecy and obedience at the risk of being struck down by a "Current of Will" from the Secret Chiefs. This effect was described as leaving its target "as if blasted by a lightning flash."

Studies in elemental occult symbolism (alchemical and astrological), the Hebrew alphabet, the Cabalistic Tree of Life, the Tarot and geomancy ran through all of the Outer Order grades. The only practical magic taught was how to create a protective pentagram, which came as part of the Neophyte grade.

Those that were already students of the occult often found

Education in the Golden Dawn

Because the Dawn was conceived as something of a magickal university, the dissemination of knowledge was an important part of Order activities. As a result, lectures were held with varying frequency. The lectures covered a wide range of magickal topics that were of interest to the Dawn. Typical topics would include astral projection, alchemy, the use of willpower, esoteric psychology, mysticism, scrying, and divination. Some lectures were only for Inner Order members, as they addressed teachings not given to the Outer Order.

No gameplay rules for the lectures is provided, as it is assumed that attendance at such lectures contributes to the investigator's rise in Occult skill at each grade.

Knowledge Lectures: One 'Knowledge Lecture' was prepared for every grade in the Order. Each was essentially a lengthy essay discussing all the topics and knowledge that a member was expected to know to achieve the next grade. This served as a study guide of sorts, in preparation for the examination for each grade. (These weren't lectures *per se*, as they were distributed in written form.)

Flying Rolls: Another written form of education was the practice of the Flying Rolls, which were essentially essays composed and mailed out to every Inner Order member; often they were transcriptions of Inner Order lectures. These began in 1892, and Dr. Westcott was mostly responsible for doing the Flying Rolls. Topics discussed included the usual magickal practices, but they also discussed the morality of magickal workings, translating occult ciphers, and drawing correct pentagrams with pencil and compass.

that the early grades taught them nothing they did not already know, but they soon progressed through the grades to those which brought fresh enlightenment.

The goal of the Golden Dawn was not to produce powerful sorcerors; rather, its goal was to foster a form of personal, spiritual development among the members. This development followed paths of hermetic magick and occult knowledge rather than, say, the paths of Christianity or the Golden Rule. Golden Dawn members were expected to be studious, sincere, and to possess the desire to improve their mind and their spirit through study and devotion.

Recent History

At the end of March 1888 the Order numbered nine, meeting regularly at Mark Masons Hall, the venue of the Outer Order throughout the turbulent times to come. By the end of the year another dozen had joined from the Rosicrucian Society. In October of that year, in an attempt to stem the steady flow of her membership to the Golden Dawn, Madame Blavatsky formed the Esoterical Section of the Theosophical Society.

1888 also saw the founding of two more Golden Dawn Temples, the short-lived Osiris Temple no. 4 in Weston-Super Mare and Horus Temple No. 5 in Bradford. The Order continued to grow throughout 1889, and 1890 saw a number of significant events for the Order and its future.

In 1889 Blavatsky banned any of her Theosophist members from holding membership in any other secret society. A minor rebellion ensued and she relented, forming a "Compact of Mutual Toleration" with the Golden Dawn, accepting Westcott as a member of her own Esoterical Section.

In March of 1890 the Inner Order was given a name: "The Order Of The Rose Of Ruby And The Cross Of Gold," thereby underlining its Rosicrucian heritage.

August of 1890 brought grave news from Germany. Westcott received a letter notifying him of Fraulein Sprengel's death. To make matters worse it appeared that she had been acting alone in supporting Westcott and the English branch of the Golden Dawn, against the wishes of her peers. The Secret Chiefs of Temple No. 1 withdrew their support and the Golden Dawn was cut off from the established Order.

And thus the Hermetic Order of the Golden Dawn stood alone as the greatest magical society in England.

P P E N D I X C

Creating Victorian Investigators

by L.N. Isinwyll with John Tynes

This summary allows speedy creation of British investigators with little recourse to the rulebook. If at all possible, photocopy these notes and provide a copy for each player. Existing lower and middle class investigators are at a disadvantage in most *Cthulhu by Gaslight* scenarios (especially in dealing with the authorities) though the Golden Dawn had a heavily middle class membership. Among a group of investigators, no more than one or two should be lower class.

Procedure

Take a fresh investigator sheet (one is provided that is tailor-made for Golden Dawn investigators) and write your name in the space provided on the left side. Many entries on the sheet will gradually change; use pencil.

Higher characteristics mean more investigator Intelligence, Strength, Constitution, Power, etc. Roll three six-sided dice (abbreviated 3D6) for the characteristics STR, CON, POW, DEX, APP. Write in the results. Now roll 2D6+6 (two six sided dice and add six to the result) each for SIZ and for INT; enter each total. Next roll 3D6+3 for EDU; enter the result. Finally, multiply POWx5 to derive SAN, the ninth characteristic; enter the result.

If the sum of the first eight characteristics is less than 100 and if your keeper agrees, distribute 3 more points among them. SAN may not increase. With the exceptions of SAN (99) and EDU (21), no characteristic exceeds 18.

Multiply the value of INT by 5 to determine Idea; multiply POW by 5 to determine Luck; multiply EDU by 5 to determine Know. Write in those values.

To determine damage bonus or penalty, total STR and SIZ, and consult the following table. Append the modifier to attack and melee weapons damages in the weapons section.

STR+SIZ	modifier
13 to 16	-ID4
17 to 24	none
25 to 32	+ID4
33 to 40	+ID6

- Enter the number 99 for 99 *minus* Cthulhu Mythos.
- For hit points, add SIZ to CON, divide by two, and round up any fraction. Circle the result in the hit points section.
- In the magic points section, circle the number identical to the value for POW. In the Sanity points section, circle the number equal to the value for SAN.
- Keeping in mind the characteristics you just rolled, choose whether your investigator is male or female.
- Roll ID10 on the first table on the next page to determine income level in pounds sterling, the starting value for the Credit Rating skill (do not add the 15% starting bonus listed on the character sheet), and the bonus points added to the investigator's Etiquette skill. (Etiquette is a new skill defined nearby.) Social class is listed only for reference and is a rough approximation; it does not need to be written on the character sheet. Note that this table is weighted towards upper middle class investigators, this being the Golden Dawn members' typical income level.

The investigator's income for this year is in his or her pocket or purse. (A pound sterling in the 1890s equaled \$5 U.S., and bought approximately 25 times more than today.) In the 1890s, even £1000 is an excellent income, approaching upper class; in comparison, the average yearly middle class income is about £170. A casual laborer makes less than £100 per year.

- Now decide whether or not he or she owes allegiance to the British Empire; a subject of the Empire gets more servants, contacts, property, and identity than do Americans, Italians, and other foreigners. A Crown subject may be British-born or a colonial from South Africa, India, etc., as you choose. Make a note as to place of birth and allegiance, and jot down anything that comes to mind as a result in terms of servants, property, and so on.

material originally appeared in Dark Designs from Chaosium, and it summarizes 1890s investigator creation information in the out-of-print Cthulhu by Gaslight. We have received permission to reprint it here for your reference, and it has been brought up to date with Call of Cthulhu 5th Edition and modified in accordance with this book's setting and aims.

Quality of Birth & Breeding Table				
Roll	Income	Credit Rating	Etiquette Bonus	Social Class
1	£100	16%	+2%	Lower Middle Class
2	£200	17%	+4%	Middle Class
3	£300	18%	+6%	Middle Class
4	£400	19%	+8%	Upper Middle Class
5	£600	21%	+10%	Upper Middle Class
6	£800	23%	+12%	Upper Middle Class
7	£1000	25%	+14%	Upper Middle Class
8	£1500	30%	+16%	Lower Upper Class
9	£6000	75%	+18%	Upper Class
10	£10,000	99%	+20%	Nobility

- If you rolled a 10 for income and your investigator is a male Crown subject, he inherits the title of Baronet, written as “Sir Reynolds, Baronet.” “Baronet” can be abbreviated as “Bart.” or “Bt.” Female investigators of that status are referred to as “Dame Reynolds.” (For game purposes, allow females complete equality of inheritance.) Create the story of how and when (May, 1611 or later) an ancestor obtained the title. If not a subject of the Crown, the investigator gets the money but not the title.
- The minimum age is EDU+6 in years. For each ten years older that you make your investigator, add a point of EDU. Maturity has a price: for each ten-year interval or fraction above age 40, subtract a point of STR, CON, DEX, or APP.
- Name your investigator.
- Choose an investigator occupation from the following;

Lovecraft’s work often included men of such professions. Other occupations are possible, but your Keeper must create or locate a new skills list for each new occupation; to save work and time, select one already prepared. Note that these lists are altered from the ones in the rulebook, to help create investigators who are more suitable to the era.

AUTHOR: History, Library Use, Oratory, Other Language, Own Language, Persuade, Psychology, 2 other skills.

DILETTANTE: Credit Rating, Etiquette, Ride, 4 other skills.

DOCTOR OF MEDICINE: Biology, Credit Rating, First Aid, Latin, Medicine, Pharmacy, Psychoanalysis, and Psychology.

HISTORIAN/ANTIQUARIAN: Art, Bargain, History, Law, Library Use, Other Language, Spot Hidden, 1 other skill.

JOURNALIST: Fast Talk, Other Language, Own Lan-

New Skill: Etiquette

This skill reflects a character’s knowledge of social convention and acceptable behavior in polite society. It covers everything from knowing which order the cutlery is used at a dinner party to how to organize one. It helps decide the correct title to use when addressing a member of the aristocracy. Most importantly it allows an investigator to ask the right person the right question at the right time.

In game terms it can replace any of the communication skills when addressing a member of the upper classes, or someone else with this skill. If the roll succeeds and the request is not somehow improper or impertinent the desired information is given unless it is deliberately being withheld.

Etiquette is taught to investigators of the lower upper class, upper class, and nobility from an early age. Males are given a general education in it and have a base chance of 20%. Females of the Victorian era are generally not expected to do anything with their lives except marry. In order for them to assist their husband in his career as much as possible they are schooled in etiquette throughout their youth. Their base chance is 40%.

Investigators of a social class lower than lower upper class have no base chance. Those who may require this skill from the lower classes include butlers, journalists, and aspiring members of the upper middle classes. (Note that this generally assumes the investigator was born in England; foreign-born investigators may or may not possess this skill, as the Keeper decides.)

If you are using the character creation rules from this appendix, all investigators receive a starting bonus to their Etiquette skill in addition to whatever base chance they may or may not have, as per the nearby table.

Appendices

guage, Persuade, Photography, Psychology, 2 other skills.
LAWYER/SOLICITOR: Bargain, Credit Rating, Etiquette, Fast Talk, Latin, Law, Library Use, Persuade, Psychology.

PARAPSYCHOLOGIST/ALIENIST: Anthropology, Biology, First Aid, Library Use, Medicine, Occult, Other Language, Psychoanalysis, Psychology.

INVESTIGATOR/CONSULTING DETECTIVE: Accounting, Credit Rating, Fast Talk, First Aid, Hide, Law, Listen, Psychology, Sneak, Spot Hidden, 1 Handgun.

PROFESSOR/ACADEMICIAN: Anthropology, Archaeology, Astronomy, Biology, Chemistry, French, Geology, German, History, Latin, Library Use, Law, Linguist, Natural History, Occult, Physics.

Allocate a total of EDUx20 points only among those skills listed for the chosen occupation; of them, choose only skills you want. On the investigator sheet, skills show appended parenthetical amounts, zero or better; for instance, all investigators start with at least 25 points of Throw, and hence have at least a 25% chance to Throw successfully, while no one begins with any skill in Archaeology. These skills amounts represent abilities common to everyone—add to them the points you allot, and write the totals in the blanks to the right. Since no one knows everything, no skill is ever higher than 99. Cthulhu Mythos excepted, a higher skill value always is better. Note that the initial amounts of two skills, Dodge and Own Language, are functions of the value for DEX and EDU, respectively.

A D100 roll equal to or less than the skill amount means that the investigator successfully used the skill. Only the Keeper decides when a skill roll is necessary.

Now multiply INTx10; these points reflect personal interests. Except for Cthulhu Mythos, allot these points among the skills, including weapons and attacks. Together, the investigator sheet and weapons table list all skills available to investigators.

- An investigator has personal property in an amount of ten times yearly income. One-tenth of that total is already banked, as cash. Another tenth is in stocks, bonds, and personal notes, convertible to cash in no less than thirty days or as the Keeper disposes. The remaining eight-tenths is in land, property, a fine residence, jewelry, old books, etc., all of which are heirlooms and symbols of family pride and achievement not to be turned into cash lightly, and not without loss of considerable Credit Rating.
- Is the investigator in love? Betrothed? Married? Are there children? Lost loves? Have tragedies occurred?
- This entry pertains only to investigators who are British subjects, though the ideas can be applied to investigators of

Creating Victorian Investigators

other nationalities. As decisions concerning this material occur in the days or weeks to come, write them down on the back of the investigator sheet.

A sumptuous flat, luxurious town-home, spacious *villa*, or glittering mansion needs servants—one per £1000 of income. Positions might include manservant or lady's maid, butler, housekeeper, chauffeur, downstairs maid, gardener, cook or chef, personal secretary, stable boy, upstairs maid, scullery maid, and paid companion (a post useful to female investigators who wish to travel respectably; this last position often devolves on a poor relation who is all the more reliable because she is family). As servants acquire names, personalities, and functions, write them down.

A Paid Companion skills list might look like this: Accounting, Bargain, Library Use, Other Language, Own Language, Psychology, one other skill.

For Manservant, try Bargain, Fast Talk, Fist/Punch, Mechanical Repair, Psychology, Spot Hidden, one other skill.

What schools did the investigator attend, and for how long? Were degrees taken? Were tutors influential?

The investigator has four good friends important in United Kingdom government, finance, the arts, the courts, the Church of England, the military, or academia. Over time choose their names, positions, and personalities.

Did the investigator have combat or military intelligence experience? Did he or she serve in a war? What rank or position? Were there wounds? Mentions in dispatches?

Who are the investigator's family? What is their origin? Gradually write down fathers, mothers, brothers, and sisters, living or dead. A baronet is likely the oldest survivor in the line. Friends and relatives offer convenient personalities if investigators must be retired.

What is the investigator's religion? Baronets generally will be Church of England, since that is the faith of the aristocracy, though several proud families of Catholic tradition exist. Golden Dawn members may not believe in traditional religions, but they might claim to publicly for the sake of propriety. If so, what is their 'cover' faith? (Public and acknowledged Dissenters will be rare.) From time to time, Keepers may modify Credit Rating for faith; in this era, only Church of England predictably retains full Credit Rating in dealing with British authorities.

- A visiting foreign investigator brings income, a letter of credit in the amount of his or her savings, a single servant, and an inability to speak proper English. Each such investigator has one well-connected friend in the United Kingdom; figure out who. The investigator stays in a hotel appropriate to his or her Credit Rating; name it.
- What is the investigator like? Examine the characteristics and skills for hints. Is she or he quiet, rowdy, lusty, stuffy, respectable, brilliant, erratic, mystical, charitable, money-grubbing, short, dark, tall, pale, good-looking, ugly, plain,

dowdy, elegant, punctilious, frenzied, chivalric, nervous, intellectual, brawny, vigorous, mousy, courteous, impulsive, excitable, foolish, bald, bearded, thin, crippled, hairy, sleek?

The rulebook includes price lists and weapons for the 1890s. *Cthulhu by Gaslight*, if you have access to a copy, contains occupational skills lists for many diverse sorts of people,

London locations, maps, and much more. Take specific questions first to it. The 1910-11 Britannica reflects the mindset of the times; though since superseded especially in the sciences, the 11th edition is superbly written and remains the finest encyclopedia ever published in English.

A P P E N D I X D

The Outer Order Curriculum

(Player Version)

by Carrie Hall & Alan Smithee

“Inheritor of a Dying World, we call thee to the Living Beauty.
Wanderer in the Wild Darkness, we call thee to the Gentle Light.
Long hast thou dwelt in Darkness—
Quit the Night and seek the Day.”
(from the Neophyte grade ceremony of the Golden Dawn)

This section describes how existing investigators can be augmented to reflect their membership in the Hermetic Order of the Golden Dawn. This additional character development uses a point system with which players buy grades and skills from the Order’s curriculum. Investigators can either be brand-new members of the Dawn, or can be veterans, as the player desires. They may thus have accumulated some of the specialized knowledge and magical abilities taught by the Order. It is recommended, however, that players only be allowed to initially start in the Outer Order. Players who desire to start off in the Inner Order (assuming thereby that they have been in the Dawn for a lengthy period of time) may do so if the Keeper allows it, but it is not recommended. Information on the grades and curriculum of the Inner Order can be found in the next section, “The Inner Order Curriculum.”

The Point System

To reflect the knowledge and magickal ability an investigator possesses, the following points should be totalled (rounding all fractions to the nearest whole number):

- POW x .5
- INT x .3
- Credit Rating x .05
- Occult x .2
- Cthulhu Mythos x .04

Example: Sir Arthur Jordan Grimm has 13 POW, 14 INT, 55% Credit Rating, 45% Occult, and 11% Cthulhu Mythos. Using the above formula, Grimm gets 7 points for POW, 4 for

INT, 3 for Credit Rating, 9 for Occult, and nothing for Cthulhu Mythos, for a total of 23 points with which to buy grades and skills in the Order’s curriculum.

Expending Points

When buying grades within the order, the player expends only the number listed beside the grade he wishes to be. For instance, if Sir Arthur Jordan Grimm wishes to be a Philosophus he expends 15 of his 23 character creation points. Note that this applies only when making the initial purchases of grades and abilities; the section entitled “Investigator Improvement” on p. 167 covers the gaining and spending points during the course of play.

The remainder of the points can be used to buy skills and abilities as the player desires (and the Keeper agrees) as well as contacts within the Dawn (see below). Many of the Outer Order subjects are purchased by level. That is, additional points can be spent to gain additional levels in that area of study (usually resulting in additions to various character skills). Note that certain skills and abilities must be taught before another—such prerequisites are listed for many of the items in the curriculum.

Golden Dawn Contacts

Players may expend character points to create relationships with various prominent members of the Golden Dawn. Some of these contacts may prove beneficial, abetting an investigator’s rise through the ranks of the Order, offering magical instruction, or giving financial assistance. Some con-

Outer Order Point Costs		
Outer Order Grades		
Point Cost	Grade	
1	0=0 Neophyte	
3	1=10 Zelator	
6	2=9 Theoricus	
10	3=8 Practicus	
15	4=7 Philosophus	
18	Portal (an un-numbered interim grade between the Outer and Inner Orders)	
Outer Order Curriculum		
Point Cost	Skill/Spell	Prerequisites
0	Pentagram Ritual	None
2/level	Alchemy	Pentagram Ritual
2/level	Astrology	Pentagram Ritual
1/level	Cartomancy	Pentagram Ritual
2/level	Esoteric Languages	Pentagram Ritual
2/level	Geomancy	Pentagram Ritual
Contacts Within the Order		
Point Cost	# of Contacts	Ally or Enemy?
1	1	50% chance of either
2	2	1 Ally, 1 Enemy
3	3	50% chance of either, plus 1 Ally, 1 Enemy
(The player may choose their contact once the contact's status as ally or enemy is known, or the Keeper can choose if preferred—it's up to the Keeper to decide how this is handled.)		

tacts, on the other hand, may seek to hinder the investigator's progress, defame him, or even seek to do away with him by means of force or magic. Still, such contacts are certain to make for interesting roleplaying fodder.

Either the Keeper or the player may choose the contact or contacts, but who chooses is the Keeper's choice. Alternately, a die roll may be made for each contact. The list of possible contacts appears in the Keeper's portion of this book. The Keeper will guide you in either the appropriate selection or random choosing of these contacts.

The Grades

To move through the grades the initiate was expected to study occult material provided by the Order and later take an examination on those materials. The curriculum was strict, and the study material compiled in such a way that the student only learned what was required for that particular grade.

The culmination of each grade was an examination. After completing the required period of study the member must make a successful Occult or halved Idea roll, whichever is higher. If the roll succeeds they have passed, and advance to the next grade. Those who fail the examination are allowed to retake it (with no point cost, just a die roll) after a revision period of not less than two months at a bonus of +5%. Successive failures are allowed (with a cumulative +5% for each attempt), though an investigator who fails again and again will no doubt be looked down on by other members. Note that when a starting grade is initially purchased, the examination roll is not necessary. It only applies to grades gained during the course of play.

The time taken for each period of study and examination varied from person to person. Dedicated occultists such as A.E. Waite and Aleister Crowley progressed through the Outer Order grades within a year or two. William Butler Yeats was no less an occultist but progressed through the grades much more slowly due to his outside commitments. Some were members of the Golden Dawn for years but still did not complete all of the Outer Order grades.

A part-time investigator with a full-time career is unlikely to progress rapidly through the grade system and it is up to the Keeper to decide how much campaign time each investigator has for his advancement studies. As a rough guideline it is reasonable to say that it would take an employed investigator a year or two to complete the first five grades and still fit in a couple of months investigating.

Members of the Golden Dawn studied numerous avenues of occult knowledge, ranging from the codes used by occultists to keep their secrets from prying eyes to the meanings of the signs of the zodiac. Also studied were the Tree of Life from the Jewish Cabala and John Dee's Enochian system of magic.

Occult Skill Increases Per Grade Achieved

Each grade achieved by an investigator adds 1D6 to his or her Occult skill, though not above the maximums listed below. For example: before joining the Golden Dawn, an investigator has an Occult Skill of 5%. On reaching the Neophyte grade 1D6 points are added to his skill level, to a maximum of a 10% total skill. If a player uses enough of her additional character creation points to reach the Practicus level, she adds 4D6 to his Occult skill, though her skill cannot exceed 40% from these added points; if the investigator already has an Occult skill of 40 or higher, she gains no points at all. The table on the next page shows the maximum Occult skill that can be gained in this manner.

The Outer Order Curriculum

Each subject taught in the Outer Order is described below, both in terms of the kinds of knowledge imparted and the gameplay benefits it derives. Recall that each subject is bought in levels

Grade	Maximum Occult Skill Achieved
Neophyte 0=0	10%
Zelator 1=10	20%
Theoricus 2=9	30%
Practicus 3=8	40%
Philosophus 4=7	50%
Portal	55%

by spending points, and that multiple levels can be purchased (and multiple sets of benefits gained) by spending enough points.

The Keeper has additional information about each subject, found in the Keeper's portion of this book. The Keeper will inform of such information when needed in the course of play.

The Pentagram Ritual with the Cabbalistic Cross

The Golden Dawn's teachings continually warn of harmful spirits which seek to do ill toward unwary dabblers in mystical matters. As protection from these dark forces, new members were taught how to create a protective pentagram. The pentagram was drawn in the air (or occasionally inscribed) with a steel dagger. Numerous variations of drawing the pentagram existed, each of which had a particular function; for playability, these are not addressed. When drawn correctly the pentagram can aid in the use of magicks, including the summoning and banishing of spirits, the negation of unwanted magickal effects, and many other rituals.

Alchemy

Alchemists believed that they could reduce minerals down to a single common component known as the Philosopher's Stone. When added to a molten base metal this substance transmuted it to pure gold. The Stone was also considered to be the prime ingredient in the Elixir of Life, the secret of immortality. Alchemical traditions have their roots before the birth of Christ, and are found throughout Egypt, the Middle East, and all of Europe, even into the 17th and 18th centuries.

Whatever its magickal teachings, the study of alchemy at the very least yields some conventional chemical and pharmaceutical knowledge. For each level in Alchemy purchased, the investigator receives 1D4 points in Chemistry and 1D2 points in Pharmacy.

Astrology

Astrology is a method of divination that reveals the general nature of the subject's personality, as well as what forces may be acting on various parts of the subject's life. Divination is performed by examining the position of the planets, the moon,



"If only I'd studied the Pentagram Ritual!" cried Sir Grimm.

Appendices

and the star-signs of the Zodiac at the time of the subject's birth, as well as their position at the time of the divination. While the subject's name need not be known, the date, time, and birthplace of his or her birth should be. Along with Tarot readings, astrological readings were frequent activities in the Order. An astrological reading could provide guidance as to emotional states, as well as goals and obstacles in one's life.

The first level of this subject purchased imparts a base skill of POWx1 in Astrology. Each additional level purchased adds 5% to this skill. In addition, those who study Astrology also receive 1D4 points in Astronomy per level purchased.

Cartomancy

A method of divination using cards. In the case of the Golden Dawn these were a Tarot deck of Mathers' design. Tarot divination was generally used to examine the symbolic forces at work in the past, present, and future of the subject. Cartomancy can be performed on an individual, or a group, nation, or nearly any other entity, though with varying degrees of success—skill in this form of divination amounts to having a good understanding of the symbologies of the cards and then applying these symbologies to the situations of the subject's life, and the better the diviner knows the subject the more accurate and insightful the reading will be. Members of the Golden Dawn frequently conducted Tarot readings to try and foresee the futures of themselves or others.

The first level purchased gains a base Cartomancy skill of POWx1, and each additional level bought adds 5% to the skill.

Esoteric Languages

The Golden Dawn curriculum contained elements from a wide variety of hermetic traditions, and as such initiates were expected to be familiar with at least some of the languages in which these esoteric teachings were originally written. Hence, the Order encouraged its members to have some knowledge of Latin, Hebrew, Arabic, and other Eastern languages.

Each language is studied separately, and thus must be purchased with separate character creation points. For example, 2 points buys one level of Latin, not one level of the whole range of esoteric languages. Each level bought gains a skill increase of 1D6 in one particular language.

Geomancy

A method of fortune-telling using a quill and a patch of ground, considered inferior to cartomancy. The diviner takes a quill and makes dots in sand or dirt while in a meditative state. The eventual number of dots and the patterns they make were the pieces of information used to form the answer to the question posed.

The first level purchased gains a base Geomancy skill of

The Outer Order Curriculum

POWx1, and each additional level bought adds 5% to the skill.

Golden Dawn Mottoes

Once all points have been expended, all that remains is for the investigator to create his Golden Dawn motto. All members of the Order had mottoes, or secret names, which they used instead of their own in order to preserve a more mysterious air. Members almost never used true names, even in correspondence, always using mottoes instead. In fact, members may not even actually be aware of each others' real names in many cases.

The Keeper should always use the mottoes of the various Golden Dawn characters within scenarios, and urge the investigators to do the same, even when they are away from other members. Watching the investigators attempt to discover who lies behind the various mottoes may also become interesting roleplaying fodder.

The mottoes used by the Golden Dawn were primarily Latin phrases such as "Anima Pura Sit" (Let the soul be pure), "De Profundis Ad Lucem" (From the depths to the light), or even simply "Vigilate" (Be watchful). There were also a few mottoes in Irish, Scots-Gaelic, Hebrew, and perhaps some continental languages as well. Players should create their own mottoes (possibly with the use of a Latin dictionary), or at least their English equivalents. A handy source of many likely mottoes is as close as your local library: *Webster's Unabridged Dictionary* (and no doubt others of similar size) contains a lengthy selection of foreign phrases in the back, a large portion of which are in Latin.

Members were then referred to as, for instance, Frater Anima Pura Sit, or Soror Vigilate; fraters being "brothers" (or "friars") and sorors being "sisters." Abbreviations were often used as well. W.B. Yeats ("Demon Est Deus Inversus") was known as DEDI or Frater DEDI, for example.

Investigator Improvement

Once the initial membership and curriculum points have been spent, the investigator is ready for play. Over time, more points can be gained and spent; this is how an investigator can rise to higher grades in the Dawn, or improve skills and magical abilities. These points represent time spent studying, learning, and practicing the knowledge taught by the Dawn.

For every four weeks (consecutive or not) that an investigator is actively pursuing study, he or she gains zero, one, or two points to spend as shown on the table below. These points can be saved up or used immediately as desired.

1D6 Roll	Points
1-2	0
3-5	1
6	2