

Susanna Clarke

JONATHAN
STRANGE
&
Mr NORRELL



The year is 1806. England is beleaguered by the long war with Napoleon, and centuries have passed since practical magicians faded into the nation's past. But scholars of this glorious history discover that one remains: the reclusive Mr Norrell, whose displays of magic send a thrill through the country.

Proceeding to London, he raises a beautiful woman from the dead and summons an army of ghostly ships to terrify the French. Yet the cautious, fussy Norrell is challenged by the emergence of another magician: the brilliant novice Jonathan Strange.

Young, handsome and daring, Strange is the very antithesis of Norrell. So begins a dangerous battle between these two great men which overwhelms that between England and France. And their own obsessions and secret dabblings with the dark arts are going to cause more trouble than they can imagine.

Unless, of course, you interfere with this strange story of mystery, fairies, and magicians with a truly incredible ability to fuck things up.

You begin in 1806, shortly before Mr. Norrell awakens the statues of the Cathedral of York.

Take 1000 CP.

Origins

Choose one Origin. Any may be chosen as a drop-in; justify your possessions and connections as you will.

Magician

With your yellow curtain, your tarot cards and your patter, you are the very image of a magician: Disreputable, likely a bit mad, and fit only as entertainment for the hoi polloi. But there are powers the rational could never fully understand. Begin on Threadneedle Street, London.

Servant

In the employ of a powerful man or woman, you may not have great wealth of your own, but you are a valued and competent servant, whether you are a butler, a cook, a retained lawyer or an accountant. Begin in the house of your master or employer.

Soldier

Whether you fight on land or the seas, and whether you serve as a general, an admiral, or a private. You are accustomed to battle and strife. Begin in barracks on the South Coast or (if an officer), the home of a wealthy family excited to host a man of action.

Gentry

Descended from old money, your family has long held its lands in the country; you may be considered provincial or dull by those of London Society, but your wealth is of that oldest kind: The land itself. Begin in your estate in the country.

Socialite

You are to the packed soirees and intricate politicking of the Capital as a fish is to the sea; they are the water in which you swim, effortlessly and with great panache. You know who's married, divorced, feuding and aligning with who – and how to make something of it. Begin in someone else's townhouse.

Perks

General

Hadley-Bright (200)

Some people seem to be the particular favourites of Fortune, and you are such a one. It seems that luck has a tendency to smooth your way towards what you desire in life. If you wish a military commission, your friends will collaborate to purchase you one. When you turn your hands to the cards, you will find yourself coming away with the pot more often than not. Your investments tend to pan out, and your wishes for excitement will tend to lead you to adventures of various kinds. This luck does not have great hold in truly serious matters, mostly coming into play in the more mundane parts of life, but a charmed life is something many would pray for anyhow.

This kind of effortless success might be thought to provoke envy in others, but paired with your luck you also possess a significant degree of handsomeness and easy charm, such that it would take a person of truly sour disposition to harbour bad feelings towards you for such a reason. It will be quite easy to make friends with such gifts, and such friends will simply smile and compliment you on your successes.

Gracious Father, We Pray... (200)

You may or may not be ordained as a priest, but you know and have memorized the Bible (or another holy text), and your faith appears to have some real effects. You can't just call down miracles on a whim, but you do seem to be able to cause articles of faith to act against magic in some ways. For instance, if a magician tried to vanish a letter, tucking it between the pages of a Bible could attenuate the spell, and if confronted with a fairy you might be able to get it interested enough in the word of God to become a disciple rather than turning you into a toad.

Magician

Light Fingers (100; Free Magician)

It's a sad fact of a magician's life that patrons aren't often forthcoming with their money. Lucky for you, you're good at getting a five-finger discount. You're a master of petty crimes, from thieving to cutpursing to the simple kinds of con-artistry – and, more importantly, of getting away with such things. So long as you don't steal anything truly notable, you'll find yourself easily able to slip beneath notice, or out from between the fingers of the authorities. The world is full of rubes, and you're just the one to take advantage of them.

Magic Hands (200; Discount Magician)

Whether or not you can do real magic, you're a master of the fake stuff. You could hold a crowd enthralled with card-tricks and vanishing-acts, draw even a sceptic into believing your tarot readings, create devices to let you imitate the voices of spirits or ghosts, and keep a mark totally distracted while an accomplice rummages through their bag. More generally, you have a real flair for the dramatic, and are able to convince almost anyone you have great and terrible magical powers – whether or not you actually possess them. Just look out for real magicians; they might know what you're talking about better than you, and offended magicians can be difficult to deal with.

The Cards (400; Discount Magician)

High magicians might scoff at this kind of divination as mere charlatany, but you know there's more to it. Given the right tools of divination, you can read the past and present of others – and, so long as some force (destiny, a grand spell, their own desires) is guiding them, their future as well. These divinations won't always be clear or precise, and divinations of the future will only be 'true' to the extent that forces acting on a person will cause them to

come true (so the more binding the force, the more certain the prediction), but they'll always be useful as a way to gain information.

My Great Task (600; Discount Magician)

Such is the spell of the Raven King that all of England is caught up in it, driven forwards with a force like destiny. Once per jump, you may take upon yourself such a difficult destiny as that borne by the street-magician Vinculus. This will be hard, and cause you great troubles and perhaps even death, but you can be assured that if you see it through your destiny will transform the world in a way in line with your ideals. Perhaps you might bring about the end of an empire, restore magic to a world in which it was lost, or some other great change.

Finally, whatever the source of your strange destiny, it seems to have some protectiveness to spare for you as well. Once per jump or ten years, whichever comes sooner, if you die while in the process of pursuing such a destiny, you will return to life one day later, any injuries healed.

Servant

The Help (100; Free Servant)

Those with status and wealth seem to have a truly magical ability to turn those of lesser stature around them – at least in their own minds – into furniture. You have learned how to take advantage of this tendency, able to seamlessly blend into the social background around those of greater status or power than yourself. They will still notice you, and may remark upon your presence if you are in a place you obviously should not be, but they will not notice much *about* you, will often speak in front of you as if you were not there or could not repeat what they say, and will generally regard you as more or less unimportant, so long as you do not break the impression they have of you.

Respectable Profession (200; Discount Servant)

While the great and the good may live their lives in idleness, most must find work to keep body and soul together. Fortunately for you, you are an expert in some mundane or relatively-common trade, and your credentials as such are automatically-believed by others. Perhaps you are a master butler, able to keep a whole household in line with consummate ease. Maybe you are a grocer, a lawyer, a doctor of medicine, or some other professional personage. Whatever the case, you will be able to make a good, if not perhaps a wealthy, living in this world (if you choose so, you may already be employed as such), and in future worlds you will have far less trouble when it comes to convincing others of your resumé.

A Quiet Word (400; Discount Servant)

It is a curious thing that many of the most coveted positions in royal court in days past were seemingly those of servants – but this is not curious at all when one considers how much access a servant has to his master. You understand this very well, and have learned how to use suggestion, implication and other means to ‘manage’ those nominally in power over you – how to cause them to take certain courses of action and believe them their own ideas, how to cause them to come to certain conclusions without remembering just who led them there, and so on. Of course, a faithful servant would not seek to usurp his master’s authority this way, but only aid him or her in realizing the correct course. You wouldn’t go further, would you, jumper?

Unbound (600; Discount Servant)

There are countless multitudes who pass their lives in bondage, whether those bonds be of iron, of law, of propriety or of magic. You may be one of them, but by some chance of fate a snarl of magic has fallen about you – perhaps some spell of the Raven King – which shall ensure that no bondage can hold you forever. Your actions to free yourself of restriction or entrapment are backed by a kind of fate or luck, and you will find that no prison or spell put

upon you will be without some means of escape or annulment. That escape may not be easy or painless, but sooner or later you will always be able to slip such bonds and find yourself free once more.

Soldier

Rank and File (100; Free Soldier)

There's plenty of fighting men who've no idea what they're about, but you're not one of them. With this perk, you're a well-trained soldier for Napoleonic-era combat, able to use cannon and musket with great skill, to interpret and send signals, to manoeuvre smoothly with other soldiers, and keep in mind all the little minutiae needed to keep a man going on campaign. Moreover, you have the physical conditioning needed to keep up with the heavy demands of campaign life – a fair degree of strength, great stamina, good eyes, feet that don't get tired after too much walking and, most importantly, a truly impressive constitution capable of seeing off all but the worst of diseases like they were a common cold.

One of the Lads (200; Discount Soldier)

To say there's a divide between the officer corps and the common soldiery would be an understatement. Fortunately, you're excellent at quickly making friends in and integrating into 'foreign' cultural contexts, whether those be foreign countries, different social classes to that of your birth, or different religions. You know just what gifts to bring to open doors and make your way into new social circles, you know how to build loyalties and friendships, and you've a talent for languages and dialects, picking them up quickly enough that within a month or two you'll be speaking them like a native.

Ten-SHUN! (400; Discount Soldier)

It takes an iron will to hold fast in the face of a whiff of grapeshot, and a loud voice to make others do the same. Luckily, you have both. You have immense courage in the face of danger, and the kind of personal force of character and charisma – not to mention a voice any drill sergeant would kill for – that could keep soldiers standing to face a cavalry charge without moving an inch or get them all up out of bed in about three seconds flat. You wear authority like a cloak, and even the normally-disobedient will usually think twice when you give them an order. You might not be so good at the subtle aspects of the social world, but if you need to overawe, encourage, or intimidate someone there's no-one better – though this force of personality can also quickly win great respect, particularly if you use it right.

The Business of War (600; Discount Soldier)

The pages of history are littered with great generals – and with generals who failed to adapt to a changing world. You will not be one of the second type. In short, you have a true genius for military strategy, logistics and battlefield tactics within a Napoleonic context, and could contend on an even footing with titans of the battlefield such as Duke Wellington or Napoleon Bonaparte himself. Perhaps more importantly, though, you have a particular insight when it comes to adapting your methods to new approaches or tools in warfare, from modern weaponry to that strange and slippery discipline called magic. Even should your opponent get their hands on the same, you'll generally be able to stay one step ahead of the competition.

Gentry

Lordly Demeanour (100; Free Gentry)

Though they may be out of touch with the current fashions and power-games of Society, it cannot be denied that there is something which remains in the nobility of the country that has declined in that of the city. You have that something; a sense of lordliness and noble respectability that hangs about you like a cloak. You have a talent for making almost anything look at least somewhat respectable, and for turning ignorance or lack of ability to

dress in the present fashions a statement rather than a faux pas. In particular, you can convince just about anyone of any rank or status you actually possess, even if you've lost the insignia, clothing or other accoutrements which would go along with it.

You may choose not to use these effects, if you so choose.

Well-Read (200; Discount Gentry)

When one has a great deal of time on one's hands, one can study all kinds of things. You have a significant degree of scholarship on some topic not related to the practice of magic. You might be a theoretical magician – that is, a student of the *history* of magic – a practitioner of chemistry or medicine, a student of history or similar. Whatever you choose, you are effectively an expert scholar on the topic, relative to the time-period of this jump.

A Gentleman's Business is His Own (400; Discount Gentry)

Involvement with the city can bring power and influence, but the country offers a more subtle benefit: Privacy. With this perk, you will find that people seem altogether less inclined to pry into what you are doing, particularly when you do it on your own property. Strangeness will tend to be explained away as mere eccentricities, the kind of thing one complains to the neighbours about, rather than cause for serious suspicion. Altogether, unless you wish it otherwise, you can count on the powers that be, and nosy neighbours, leaving your business to you, rather than sticking their noses into it and trying to find out just what is going on.

A House, A Castle (600; Discount Gentry)

An Englishman's home is his castle, it is said, but a castle is more than walls and a roof. You have a tremendous ability to control and generally manage your lands, domains and properties; from finding your way through property law to directing tenant-farmers and other employees to get the best results, you will find that under your hands your properties will flourish and grow. Additionally, you will find that any magical abilities you possess to enchant or protect your property or areas you lawfully control are greatly enhanced, with such effects becoming more potent, stretching further, lasting longer, becoming more resilient to tampering or breaking, and otherwise improving.

Socialite

Glittering Deportment (100; Free Socialite)

In the sea of Society, you are a fish, while others merely tread water. You have truly impeccable manners and courtesy, able to slip easily into any social position in high society, and avoid giving offense or faux pas even when proposing things which might be considered scandalous. Moreover, you have the ability to very rapidly pick up new etiquette and modes of courtesy when necessary, letting you blend into any high-powered gathering like a chameleon.

Birdsong (200; Discount Socialite)

You are a master of gossip and rumour, able to easily keep your finger on the pulse of society and pick up on anything going about, whether that be in gentlemen's clubs, the parties of the nobility, or the servant-passages behind the wainscoting of so many great houses. This won't let you pick up on things kept truly secret, but if anything ever gets out of such secrecy, you'll be the first to know.

Key to the Heart (400; Discount Socialite)

When it comes down to it, the hearts of men are much like clockwork. When one has the right tools and an understanding of their mechanisms, it is easy to make them run where one wills. You have just this talent; a keen eye for the internality of others, their quirks, desires, foibles and temptations. With this in hand, you also have the ability to subtly play upon such things, manipulating others by their flaws and virtues both to ensure that they do as you will,

and think of you as you will – though this skill is far more effective when you are able to work on a particular person over a period of time than trying to influence many, or attempt things all at once.

Walpole (600; Discount Socialite)

As much as Society has its currents, its tides and flows, so does the greater ocean of politics. You have the ability to navigate such currents with ease; to manage various factions, bring them into alignment or set them against one another, to make and break alliances (and perhaps some promises), to garner favour with the electorate, the business class and the noble classes, and otherwise to play the political game with the skill of a consummate chess player. More than simply grabbing for power, though, your ability to exercise such power is also enhanced, allowing you to be more confident in bringing about reform or other political actions without inciting a backlash, and otherwise using what you've got once you have it.

Magic

The Diviner (200 CP)

Though you may not be able to perform magic as a full and true magician, what talent you have is particularly bent towards magic of divination and revealing. You have a natural sensitivity to the presence of magic, allowing you to tell when all but the most subtle of magic is present or being performed nearby. Moreover, you can see magic – albeit best when in altered states of mind, such as when mad, half-asleep, or drunk – in metaphorical form. A spell of silence might seem to your eyes like a rose covering the mouth, while you might be able to perceive the magical nature of a Waff by its hollow, wooden back. Finally, you have a notable talent for casting divinatory spells, such as magic to spy on an enemy, to locate the performer of a spell, or similar.

The Talented (600 CP)

You may not have been schooled in magic, but your talent for it is prodigious. Perhaps you have some fairy blood in you, because you have just the right kind of intuition and creativity to innovate on and alter even tiny scraps of magical lore to your purposes. Magic comes to you naturally, and indeed you may occasionally find yourself doing it almost without meaning to. You are, in short, the equal of Jonathan Strange in magical power and ability.

Unfortunately, the magical lore of England is kept closely by one Gilbert Norrell, and without somehow persuading him to share access to his collection, or otherwise obtaining such access, you will probably find yourself able to do only relatively meagre tricks. Moreover, power without understanding has a way of leading one into trouble, as was the case with Strange and his resurrection of seventeen Neapolitan soldiers, who he could not after dismiss once more.

The Learned (600 CP)

Although your talent for practical magic is only moderate, you have studied it for many years, and have an encyclopaedic knowledge of English Magic. While you may or may not possess a library like that at Hurlfew Abbey, you know enough spells to be able to address a great majority of situations, one way or another, and despite your relatively meagre aptitude for magic your power is nothing to take lightly. It was Norrell, and not Strange, after all, who created ships of rain to blockade the French in a dozen ports across Europe. Moreover, your in-depth knowledge also comes with an extensive understanding of the various impediments and difficulties to magic, making you more able to stymie another's sorceries with mundane prophylactics such as lead, rowan, salt and so on.

Unfortunately, there are some parts of talent that one simply cannot make up for with knowledge, and you will find that innovating new magic or adapting existing magic comes harder to you than it might for others. Moreover, you may often find that spells simply do not work for you at first, and require extensive practice and study to get right, where a more gifted individual might cast them successfully the first time. This is a flaw which can be corrected with long practice and familiarity with magic – but these things take time, and at least at first your knowledge will outstrip your ability.

Items

Magician

Yellow Curtain (100; Free Magician)

A truly disreputable tent with its yellow curtain, this is the very symbol of street-magicians and charlatans. On the other hand, it does have some practical uses. For one, it has everything a man on the road might need to sleep in (relative) comfort, besides food. For another, the aura of charlatantry which has come to hang about such things may be helpful in seeming harmless, or merely eccentric. You might be driven off for disturbing the peace or too poor in plain view of your betters, but the authorities won't take you seriously so long as you live out of this tent, so long as you don't do something truly obvious.

Tricks of the Trade (200; Discount Magician)

This chest contains a collection of odd devices and tools of use in charlatantry, distraction and petty crime. These include a clockwork device which, when placed in the mouth, allows you to change your voice, a set of fine lock-picks, a crowbar, a purse with a false bottom and other handy objects.

King's Mirror (400; Discount Magician)

Mirrors, particularly large ones, are valuable in this era, so be careful of being questioned over why you have this one – but it's far more than a mere mirror. This full-length mirror can, with a whispered spell, transport one touching it onto the King's Roads, a labyrinth of stairs, passageways, bridges and other paths which exist in some interstitial space behind mirrors and over Faerie, and in which space is convoluted such that one can travel miles in a handful of steps. Through this mirror you may access the Roads even when they would be closed, and you can look or step out again through any other mirror – though unless you learn the proper magic to do so through other reflective surfaces, this will be the only one you can enter the Roads through. Moreover, you can infallibly navigate back to this mirror, whether in the Roads or the ordinary world.

In future jumps, the mirror will allow access to any similar parallel dimensions, such as the Warp (in Warhammer), the Crossroads (in Dragon Age) or the spirit world (in Runeterra).

Book of the Raven King (600; Discount Magician)

You have a true treasure: The Book of the Raven King, written in the King's Letters, which foretells the outcome of his great spell. In effect, this is a book of prophecies, written either in a conventional book or as tattoos on your skin (you choose), describing the future of magic in England, up to the end of this jump, in significant detail. Following this jump, the book will update to similarly give accurate (if sometimes opaque) prophecies about the future in whatever world you inhabit.

As an additional effect, if you have **My Great Task** and work to bring about the prophecies in the book, upon their completion the book will gain new text, describing useful insights or relating potent magic about the world to which those prophecies are relevant.

Servant

Immaculate Dress (100; Free Servant)

When one cannot wave around one's family name for respect, one finds other means of gaining it. You have a wardrobe full of clothes suited to whatever profession you are currently engaged in, and which never seem to become rumpled, dirtied or damaged. Perhaps some magician placed a spell on them to that effect. Whatever the case, this cannot provide armour or otherwise protective clothing, but it will ensure that whatever uniform or dress you have is always in tip-top shape, and this will draw a degree of respect and admiration from others.

Letters of Recommendation (200; Discount Servant)

You have a bundle full of glowing letters of recommendation, describing all of your skills in detail and ensuring that, so long as you present these letters to a prospective employer to whom such skills will be relevant, they would be a fool not to give you preference over others. Furthermore, any work you embark on with the help of these letters will be compensated fairly for what you do, and so long as you do your work well you can be assured that your employer will give you further recommendations in a similar vein when you leave, nor will he hinder your leaving when the time comes but accept your resignation in good grace.

Master's Keys (400; Discount Servant)

Originally, butlers were servants whose specific occupation was ensuring that their master's wine-cellar was well-kept, and this entailed a degree of trust – trust that the butler would not go at the wine himself, or allow others to do so, because the most essential part of a butler's duties was keeping the keys. You have such a ring of keys, which will allow you access to any door, chamber, chest, safe or other location or storage-place within any property belonging to a person or organization you serve or are employed by, whether or not they actually give you access. Such keys can defeat even magical means of locking or barring doorways. I'm sure you can think of uses for this.

A Silver Crown (600; Discount Servant)

You have in your possession a beautiful crown of silver. No-one will find it odd that you possess such a thing, no matter your station in life, but if you wear it and go wandering, you will find your way into a realm in Faerie – a realm that you rule. Its inhabitants are all lesser fairies; capable of various kinds of strange and impulsive magic, though not tremendous individual power, and they regard you as their rightful king, queen or other ruler. This is not so rare a state of affairs as you might think, as fairies generally lack the patience and wherewithal to make good rulers, even over other fairies – but regardless of its commonality, you will find the kingdom (mostly consisting of a castle-sized structure and its outlying dominions to a radius of about ten miles, insofar as miles have meaning in Faerie) able to transform according to your personality and desires for the shape it should take, and its inhabitants loyal to you and generally eager to do as you tell them, if sometimes troublesome in exactly how they choose to go about such things.

You may navigate back from your kingdom to the place from where you left, to your Warehouse, or other locations which border on realms of dreams or strangeness, similar to Faerie.

Soldier

Basic Kit (100; Free Soldier)

This is your musket; there are many like it, but this one is yours. Plus pistol, powder-horn, bullets, bayonet, pack, uniform, sleeping roll, etc etc. In short, everything a Napoleonic soldier-at-war needs to wage said war – and, as a bonus, it's all notably good-quality. Your

boots don't seem to wear out or get soggy, your powder never seems to get wet, your rifle fires straighter than most, and so on. Plus, you never seem to run out of powder and shot.

Silver Bullets (200; Discount Soldier)

Alongside your ordinary shot, you have a dozen other bullets, cast from consecrated silver. They're not proof against all magic, but magic has to take such things into account to protect against them, so at least the first shot you get off against a magician, fairy or other such creature of magic will probably get through unless they're exceptionally paranoid, and will interfere with any further magic the victim attempts to do until it's removed – both through pain and the prophylactic qualities of blessing and silver alike. This small pouch will replenish itself weekly, so make those shots count.

In future jumps, these bullets will be similarly effective against magic, magic-users and magical creatures, and will generally be considered weaknesses by such entities.

Magician's Map (400; Discount Soldier)

When magic is deployed upon a battlefield, that battlefield can change quite drastically in an alarmingly short period of time. Fortunately, some friendly magician has laid an enchantment upon this map, with three primary effects. First of all, the map will always show the area around you, out to approximately fifteen miles' radius from you, in reasonable detail and with accuracy. Secondly, the map will remain current with the landscape, features on the map shifting and changing according to their changes in reality. Finally, included with the map is a small spell which, if inscribed upon a token representing an allied unit, individual or group, will move across the map to represent that group's position in real-time – a great boon when it comes to tactical manoeuvring.

Army Division (600; Discount Soldier)

10,000 fighting men and support staff, with cannon, supplies and so on, loyal to you, and to their country. These soldiers can be considered to have the **Rank and File** perk and the **Basic Kit** item universally, with select corps within the division specialized for managing cannons, scouting and other military duties; in short they are a fully-competent division of a Napoleonic army.

Until the end of the jump these men do not belong solely to you, but rather serve their nation at war. Although they are loyal to you, attempting to lead them in open rebellion or in an invasion of Faerie is likely to not go well unless you lay some serious groundwork first. Post-jump, however, they will serve as your personal force, and recruit steadily so as to replenish their numbers to full within a year.

They still need to eat, though, so keep in mind that armies march on their stomachs.

Gentry

Riding Out (100; Free Gentry)

In London one may be able to call a cab or carriage to reach one's destination, but out in the country transportation must be secured for oneself. With this, you gain several well-made and well-wearing sets of clothes suited for walking or riding about the English countryside, as well as an exceptionally-fine horse, which you will never have difficulty riding over long distances.

The Society of Fellows (200; Discount Gentry)

In the country, one must generally make one's own entertainment. Fortunately for you, you are well-acquainted with other men (and women) of similar status, and have contacts throughout the landed aristocracy and the upper-middle classes of the English countryside,

outlying towns and smaller cities. This may be of advantage to you in many ways, not least the opportunity for company and talk with your peers, but I'm sure you can find other uses.

Home Estate (400; Discount Gentry)

You hold a grand old house in the country, perhaps built long ago but appointed with all the amenities of the modern day of 1806. Perhaps your family has lived and ruled here for many generations, or perhaps you are a more recent arrival. In any case, the house comes with a small staff of servants to maintain it, and would make a very comfortable home for you and a large family, along with a place to keep your doings private. Moreover, this Item also comes with the surrounding farmlands and the tenants thereon, ensuring that you'll have a steady income of enough to keep the house in good repair, live a lifestyle expected of a country gentleman, and otherwise support you in a life of leisure, should you choose to pursue it.

Library of Magic (600; Discount Gentry)

It is said that there are two types of books with regards to magic. There are books *about* magic, written by theoretical magicians and may be had for two or three guineas from a respectable bookseller. Then there are books *of* magic, written by practical magicians of times past, and their value is above rubies. Where a society of theoretical magicians might count five threadbare books of magic as a very handsome collection, you have a true treasure trove: An entire library of them, from *A Faire Wood Withering* (Peter Watershippe) to *The Instructions of Jacques Belasis* to *The Mirrour of the Lyf of Ralph Stokesey* to *The Tree of Learning* (Gregory Absalom), and dozens, hundreds – perhaps even thousands of such texts on magic. This library, the very equal of Mr. Norrell's at Hurlfrew Abbey, would be a treasure beyond price if sold, and more precious still to learn from.

Socialite

Latest Fashions (100; Free Socialite)

One could hardly attend a party in London Society without the very latest and most fashionable of clothing. Fortunately for you, you have a wardrobe containing an array of such dazzling and occasionally outlandish dress, which always seems to keep up with the fashions of high society. You might have to fear overdressing for an occasion, but you need never worry about being underdressed or lagging behind the times.

Townhouse (200; Discount Socialite)

If one wishes to seriously engage with Society, it will not do to have to make trips into and out of the city every day. With this item, you are now the owner of a very respectable townhouse in your choice of English cities, furnished in all the modern fashions of 1806, and with a staff of well-trained servants to maintain it. Although not as expansive and with rather less privacy than a country house, this is the perfect location for socializing and hosting parties with the rest of high society.

Pound and Shilling (400; Discount Socialite)

There is perhaps nothing so respectable in the world as money, and if that is the case then you are respectable indeed. Through some combination of investments, business interests, marriage and debts owed you from the less-fortunate of Society, you have a very comfortable nest egg and income to live on, and no small amount of influence because of it. You are not among the very richest men in England, but you are perhaps only one rung beneath them.

High Office (600; Discount Socialite)

Through whatever means you have attained it – birth, election, money, meritocratic advancement or some combination of the four – you have been given significant authority and status within the Government. The precise nature of your position may vary, but you

have at least the power and influence of a cabinet minister. I'm sure you can think of ways to put such a position to use.

In future jumps, you may choose to gain a position of similar power within a major geopolitical entity.

Companions

Newfound Companion (100 CP)

Choose a canon character from the book. You are guaranteed to meet them on good terms and, if they so choose, they can join you as a companion in your travels.

Companion Import (100 CP or 400 CP)

You may create a companion, or import an existing companion, into this jump with 700 CP to spend, along with an Origin. They may not take Complications, but you may spend your own CP on companions as well.

For 400 CP, you may instead import up to eight existing companions this way, save that they get 500 CP each instead.

Adam Renwick (100 CP)

One of that unfortunate class of men born to low station but great intelligence, Adam Renwick has had a chequered past. By turns a pickpocket, a street-magician, an information-broker and a spy, in his middle-age he has apparently decided to settle down somewhat, and chosen to be your companion or your servant, as appropriate to your station in life.

Adam is a down-to-earth character, with a remarkable degree of common sense and a talent for telling the powerful what they need to hear, rather than what they want to hear – which has gotten him into trouble in the past. In terms of skills, he has the **Light Fingers**, **Magic Hands**, **The Help**, **A Quiet Word** and **Birdsong** as perks, as well as **The Diviner**. He regards you as a friend and is loyal to you, though his patience is not inexhaustible.

Lyman Polmear (100 CP)

This handsome young soldier is perhaps the prototypical example of that breed of men: Bold, courageous, ingenious, and not quite aware yet of his mortality. His precise background is quite unclear to you, before joining the army of Duke Wellington, but his performance at war cannot be doubted. He is thirsty for adventure and excitement, and has a bold and decisive attitude which will quickly win recognition – assuming it doesn't earn him a bullet from the French instead. And if he seems quite unable to grow a beard or moustache, and most particular about his privacy, who would be so impolite as to pry further?

Lyman has the **Hadley-Bright**, **Rank and File**, **One of the Lads** and **TEN-Shun!** perks, and if given the opportunity to take on heavier duties than his current level, his particular genius for martial endeavours will quickly reveal itself in the form of **The Business of War** perk. Additionally, as well as the **Basic Kit** item, Lyman has had **Silver Bullets** pressed into his hands at some point during the war, though has had no particular reason to use them yet.

Samuel Abbot (100 CP)

A Lincolnshire country gentleman, Samuel Abbot's family have held Hall for many generations – ever since Annice of Haxley, a magician and contemporary of Dr Martin Pale, gave the house to a nunnery for their use, before they in turn were made to give it up in the

Dissolution of the Monasteries and it was bought by the Abbots. Nevertheless, something of magic still hangs about the house, and there have always been stories of strange happenings and occurrences there. A magician could surely find a use for such remnants as mirrors which reflect the light of ten minutes hence, or two hundred years ago, or dreams haunted by the presence of Annice of Haxley.

Samuel, meanwhile, is a cheerful fellow more than happy to entertain you in his home, and do his best to help you about your business, with only the hope that you tell him interesting stories of your travels and doings. He has the **Lordly Demeanour**, **Well-Read (History, Theoretical Magic)** and **Gracious Father, We Pray...** perks, as well as **Riding Out** and a very fine **Home Estate**.

Sir Peter Blanchet (100 CP)

France has gone through a great many upheavals in the past decades; from royalty to the National Constituent Assembly to the Committee of Public Safety to the imperial rule of Bonaparte. This gentleman appeared in London not long after the execution of Louis XVI, and that he is of French extraction is an open secret in Society. Nevertheless, he has proven able to navigate that tricky position with aplomb and become a fixture around London, as well as a well-renowned author of pamphlets and novels extolling the virtues of liberty and freedom – though never quite skating close enough to revolution to be censured.

In terms of skills Ser Peter has **Glittering Deportment**, **Birdsong** and **Key to the Heart**, as well as a surprising proclivity for stealth, disguises, lateral thinking and swordsmanship– not that he advertises those qualities openly. He is also in possession of the **Latest Fashions**, a **Townhouse** and **Pound and Shilling**. Perhaps if he trusts you enough, he might let you in on his secret, and what exactly he does when he ‘goes to the country’. Bonaparte still makes use of the guillotine, after all...

Jack Under-Hill (300 CP)

This lord (or lady; it can be somewhat hard to tell) of Faerie may appear human at the first glance, though more than a little handsome in appearance. Of course, their true form is somewhat less mundane, but for whatever reason they have decided that you will be the most interesting person to befriend for the foreseeable future. They speak at length and in detail of their kingdom of Heart-wild in Faerie, from which they have been cruelly exiled and to which they will one day return in glory to punish their enemies, but seem in no hurry to do so.

In the meantime, Jack is a generally feckless and irresolute individual, whimsical and prone to flitting from one extreme of emotion to the other, but is very friendly to you and – perhaps more importantly – is a very powerful magician with countless years of knowledge of that art. The magic they know is primal and as whimsical as they are; unpremeditated and unique, or based upon communication and alliances with natural forces such as the sea, the sky and the trees.

They are all too happy to teach you such magic, but they are not a very good teacher, and their lessons can be uncomfortable and strange (such as sitting in a bog all night to learn to speak the language of the mud), as can their spontaneous outings to places all across the world. Their help can sometimes be as troublesome as their hindrance, and their thoughts run along strange paths compared to a human. Nevertheless, if you can hold them to purpose, they will be of great help to you.

Scenarios

Emperor's Fall

Prerequisites: None

The Emperor of France rampages across the face of Europe with seemingly no-one to stop him. In the ordinary course of events, Duke Wellington and his army would have been the great nemesis of Bonaparte – but it seems that some calamity has befallen the Duke Wellington, and the other commanders of the Army are not at all up to his standards.

You, jumper, will have to command first the Peninsular War to completion and victory in the Duke Wellington's stead, and ensure that Bonaparte is defeated once and for all.

Reward: The Approval of the Nation

For the remainder of this jump, you will be regarded as a great hero, and given all the approbation and reverence due to the Liberator of Europe and the Prosecutor of the National Struggle. This is a great deal of political and cultural influence, and could be put to a great number of uses.

Following this jump, you will have an intuitive sense for what will win you the approval of others. This won't guarantee that you can do it, or save you from consequences, but it will ensure you know how to get both public and personal opinion on your side.

For the Common Good

Prerequisites: None

For all their many faults, both Jonathan Strange and Gilbert Norrell felt a strong duty towards their nation and, within the limits of their aristocratic position in life, a certain sense of decency. It seems now, though, that a third practical magician has arisen in England, with no such qualms – and you have been tasked with tracking him or her down and bringing them to as much justice as can be had.

This individual is profoundly antisocial and selfish, using their magic to deceive, defraud and place curses upon others. They are a talented and studious magician, though in neither regard to the degree of Strange on the one hand or Norrell on the other. Still, they have a significant degree of magic at their command, from governance of the weather to changing their shape. It is only fortunate that they are evidently fairly small-minded, and usually restrict themselves to tormenting and making trouble for a village or township at a time, or often to plague this or that family in particular.

Reward: Bloodhound

Over the course of your hunt, you have refined your sensitive faculties greatly.

This has given you on the one hand a great sensitivity to magic and its practice, allowing you to feel its presence and get some hint at its nature merely from proximity. This sensitivity stacks with that gained from **The Diviner**, allowing you to sense things in an ordinary state of mind that would otherwise have required an altered state.

On the other hand, you have also gained a keen degree of perceptiveness and deductive ability that would make you an exemplary detective, able to notice the smallest clues and follow them to their conclusion.

Finally, the strangeness of the magic wielded by your prey has made you used to assessing what is in front of you without bias or preconceptions, greatly reducing your susceptibility to prejudice, and enhancing your ability to take in new information quickly.

The Raven Prince

Prerequisites: You must take the 300 CP versions of **Spirited Away** and **Stolen Fire** for no extra CP. Higher levels of **Stolen Fire** will still yield CP. You gain no CP from entering this jump; all CP must be gained via Complications.

Though there are many who have been carried off into Faerie, old and young, rich and poor alike, there are none who have come to such profit by their captivity as did the Raven King, who called himself John Uskglass, though that was not his name. None, it seems, save for you – or at least, you have a chance to gain such as he did.

Upon entering this jump, you will be stolen far into Faerie to ornament the court of a great king in that strange and changeable land. All your outside powers and items will be blocked away, and you will have to survive in this most dangerous of places upon your wits and your cunning – for physical strength and violence will likely avail you little.

Over the course of this jump, you must accomplish four things. Firstly, you must simply survive your captivity. Secondly, you must secure tutelage in faerie magic for yourself, when your captor is initially set wholly against this idea, for fear that you might be able to escape. Thirdly, you must claim for yourself three kingdoms through your acts. And finally, you must have escaped Faerie by the end of the jump.

Reward: The Raven's Secrets

The rain shall make a door for you, and you shall walk through it. The stones shall make a throne for you, and you shall sit upon it. Through the course of your travels in Faerie, you have learned their magic and become adept in it – adept as only the Raven King, and perhaps the *Aureate* magicians he taught ever were. Your power in magic is tremendous, and will only grow with time. You can speak to the rivers, the trees, the sunlight and the hills, and cause them to cast themselves down upon your enemies. You can transform yourself into animals, streams, winds and flying rain. You can send the thoughts of your enemies flying from their heads like a flock of starlings, and draw souls from men and put them back again with a word.

Furthermore, you have learned how to do as John Uskglass once did, combining different systems of magic and thought into something having the best of each: In his case, he blended the power and mystery of fairy magic with the purposefulness of humankind to create a magic which could be spread as a true tradition, rather than appearing only here and there where a fairy deigned to teach this or that little cantrip to a human.

Finally, all of your dominions, kingdoms and places where you rule, wherever they may be, shall follow you throughout your travels.

Complications

You may take as many Complications as you wish, but cannot gain any more than 1500 CP from any combination. Stolen Fire is an exception to this rule.

Moving Pictures (+0 CP)

This toggle allows you to jump into the world of *Jonathan Strange and Mr. Norrell* in either its book or TV show incarnation.

Double Casting (+0 CP)

You may replace an existing character within the story. This gives you no additional abilities, possessions etc; anything you want you must purchase as normal within this document.

Long Stay (+100 CP)

You remain in this jump an additional 10 years.

This Complication may be taken as many times as you wish, but you may not gain more than 200 CP from it altogether.

Debts to Pay (+100 CP)

Not all are so fortunate as to have all the money to live the life they desire. You are such a one; you have many debtors to whom you owe a great deal of money. They are not (yet) demanding immediate repayment – but soon they will begin asking you to clear your debts, and if you do not, or cannot, debtor's prison is not the worst they can do to you.

Rose at the Mouth (+100 CP)

You have been enchanted, placed under a spell of silence which makes it so that whenever you try to speak, write or other communicate on some particular important matter, you instead relate nonsense stories and fairy-tales. This spell can be lifted before the end of the jump, but only by another - and if you speak too much this way, you may be committed to a madhouse.

If you take this Complication, any Companions you bring into this jump will not know you have done so.

Sickly (+100 or 200 CP)

You are sadly of a rather weak constitution, prone to catching all manner of diseases and ailments – and this is not a time in which medical science is very advanced. For a total of **200 CP**, it is furthermore the case that either you are so paranoid of medical practitioners that you will not allow them near you to offer what help you can, or someone close to you and with the authority to do so has such an attitude instead.

Lackhand (+100 CP)

Whether due to criminal punishment, injury in war, or simple misfortune, you have lost a hand, a leg, your eyes or your ears. No measure will allow you to restore these before the end of the jump, but they may be replaced.

This Complication may be taken as many times as wished, but only 200 CP may be earned from any number of versions of it.

Branded (+100 CP)

You are, or were, a criminal, and bear the marks of such a profession. You have been branded in a place which is difficult to conceal (a cheek, a hand, an arm) with a symbol representing the nature of your crime (P for piracy, for example). Such a mark is the sign of someone deeply un-respectable, and you will find it makes it difficult for others to trust you.

Enchanted (+200 CP)

A fairy has taken a liking to you, jumper. Every night, you are whisked away to Faerie to participate in their revels and strange celebrations. You are under a spell as described in Rose at the Mouth not to speak of your affliction, and every night will wear you down a little further – though you will always have just enough energy to keep going. Barely. Others will not notice your absences, or think them strange, and only by discovering you in Faerie will they become aware of your predicament.

On the other hand, you can break out of this enchantment if you destroy the fairy who has placed it on you, or can somehow trick them into releasing you. This is not easy – they are a very powerful magician, using the strange magic of the fairy realm, and with centuries of experience in bargaining and wordplay – but it can be done.

The Name of the One Shall Be Fearfulness... (+200 CP)

You have all the afflictions of personality shared by one Gilbert Norrell. You are fussy, insufferably dull, and above all paranoid and jealous of what you have and what you know. You shrink from adventure and daring, and become easily-suspicious – and are easily motivated by both your suspicion and your overblown outrage and protectiveness to overreact or ignore the needs and wellbeing of others.

...And the Other Arrogance (+200 CP)

You would find a kindred soul in Jonathan Strange, for better and worse. You are bold and decisive, but arrogant and easily overestimate your abilities. It would be all too easy for you to overreach yourself and not even realize it until there is no more ground left beneath you. You do before you think, and often what you do cannot be undone. Hope you have voices of reason about you, jumper.

Governed by Thieves and Murderers (+200 CP)

You are a terrible judge of character, and over the course of this jump will surround yourself with those who do not have your best interests in mind. You might fall for scam artists and charlatans, entrust your affairs to those who will take advantage of you, misjudge the lengths to which your friends will go to help you and otherwise find yourself in difficulty and danger due to your lack of ability to judge others.

Eternal Darkness (+200)

You have been trapped in a spell of Perpetual Night; wherever you go, there it is midnight, like a dark tower stretching up into the sky. This spell spreads out to about does not directly harm you, but it will cause great fear and consternation in all around you, and they will generally flee rather than see who or what it is at the centre of the spell. Furthermore, any Companions you bring into this jump with you – though not those gained in this jump – are bound to you and the Pillar of Night; you cannot go far enough from one another to leave the spell's effect.

Spirited Away (+300 CP)

Not merely enchanted, you have been truly stolen away into Faerie. You have been brought to the court of a fairy king who, although well-disposed to you, does not particularly wish you to leave that court, and has great powers to prevent you from doing so – though he will not use them on you until you prove you cannot be trusted not to flee. Even if you escape that court, that is no guarantee you will be able to find your way back to the ordinary world, and the attempt to do so will surely involve many trials and tribulations, not to mention the difficulties in evading all the other fairies who might regard you as an interesting curiosity, or far worse, to grace their courts instead – and the danger in possibly wandering the wrong way out of Faerie, and ending up in stranger and more terrible worlds yet. It is said that the Raven King has a kingdom on the far side of Hell, after all.

You cannot leave this jump until you escape from Faerie.

Stolen Fire (+300 or 400 or 500 CP)

For the duration of this jump you cannot access your Warehouse, and lose access to any powers or items not purchased in this jump, save for those representing luck or fortune, or skills or items which don't rely on forms of magic or power foreign to this world.

For a total of **400 CP**, your out-of-jump items and lost powers have instead been stolen by a collection of fairies and magicians, who have spread across both Faerie and the ordinary world, and will use your powers for their own ends. Each individual only holds up to 600 CP of your lost perks and items, or one perk or item of higher than 600 CP. You may regain your lost powers either by their current holders willingly giving them up to you, or by defeating them, but any not regained by the end of the jump are lost forever. You may take this option even if you have no perks or items to distribute, in which case you must defeat three powerful faeries or magicians to escape this jump.

For a total of **500 CP**, you may not use any items or perks so reclaimed until the end of the jump. This may not be taken if no such perks or items have been distributed.

Notes

On Magic

Magic in this world can do many different things, but tends to require small rituals or relatively commonplace tools (with some exceptions, such as many of the spells of Martin Pale). It is often at least a little whimsical, and the most powerful magic calls upon fairies, madness or powerful natural forces, such as the land and sea and sky and sun of England.

Examples of spells include:

- Summoning rain and shaping that rain into illusory ships across many French ports
- Scrying images of far-off places or people (though not sound)
- Divining the location of something by repeatedly 'quartering' a bowl of water
- Raising a person back to life with the help of a fairy
- Reanimating corpses with their previous souls, though no protection from decay
- Summoning illusions
- Swapping the positions of towns, churches and other locations
- Moving around rivers
- Creating roads
- Creating spatial labyrinths to protect a location
- Increasing the light in a room
- Erasing memories of a period of time from a few people
- Causing copies of a book to erase themselves
- Transforming into animals
- Communicating with natural features such as rivers, sunlight, trees or hills, and causing them to act on the magician's behalf
- Causing oneself to blend into shadows
- Bringing statues or figureheads to life and giving them independent will (which may become semi-permanent)
- Drawing out the soul of humans or animals (though putting it back seems to be more difficult)
- Summoning magical beings to the user and compelling them to act with the use of their name, as well as something to convey the summons, a 'path' for them to come down, and a handsel or gift for them to receive

Varying levels of talent exist for magic, but it seems to be the case that so long as there is magic in the world, theoretically anyone could learn to use it if they have the resources. You do not need to purchase magic as perks in order to be able to use it in this jump, but you will have no especial talent for it or existing learning if you don't.

There are too many examples of magic to cover in detail here, but more information may be found on the wiki for *Jonathan Strange and Mr Norrell*:
https://hurtfew.mywikis.net/wiki/List_of_all_things_magic

On Prophecy

Magic cannot foretell the future in detail, but it can cast shadows of things to come – indistinct, but sometimes still useful. Examples of this include the Gentleman with Thistle-Down Hair using haruspicy to read that Stephen Black would become a king after killing a king (but he did not know which king, or of what land), Martin Pale's spell for foreshadowing the results of battles (which showed those who would die in a battle vanishing, but giving no more information), or the tarot cards used by John Childermass (which give accurate information, but are vague and can be interpreted many ways).

On the other hand, when magic or some other force is controlling events, magic can read the effects of that force – meaning that very accurate and precise predictions can be a telltale sign of magical interference.

Magicians may sometimes also experience premonitions of the future, particularly when in altered states of mind, but these are unpredictable.

On Master's Keys

This Item will open doors, chests, locks etc anywhere in an area you worked or work. If you work within a particularly large organization (e.g. a government), this will apply mostly to the areas/offices/buildings in which you specifically worked, and related 'official' areas, rather than a nation as a whole. For instance, you'd probably need to work for the army to get keys to military installations.

On Silver Bullets

Generally speaking, these bullets will pierce through magical protections and interfere with the use of magic, or magical qualities of a person shot by them (e.g. they might impede a vampire's healing and ability to perform mind-control, trap a werewolf in their current form until the bullet is removed etc). This isn't an absolute effect, but they will generally do better, and count as 'a weakness' to magic and demonic effects and beings where relevant, save against holy or divine powers.

On Arrogance and Fearfulness

Although these Complications may seem mutually-exclusive, they are not. A jumper with both is simply both paranoid *and* hubristic, fearful and overconfident by turns – generally whichever would be least appropriate and most troublesome for the current situation

On Properties

Unless stated otherwise, any Items you have purchased which represent locations or holdings may either be attached to your Warehouse, if you have one, or inserted into successive jumps in an appropriate location. Alternatively, you may choose to treat such properties as 'new finds' in that world.

UnEnglish Magic

Is there magic which exists outside England, or in some different paradigm to that done by Strang, Norrell and the other magicians of England? Unclear! The novel refers to a few ancient non-English magicians as real; Aaron, Moses and the Witch of Endor from the Bible are mentioned as being summoned up to be spoken with by the Raven King, while Joseph of Arimathea, a magician from 'the Holy Land' is mentioned as having come to England to plant a magic tree to protect the land from harm. Outside of them, however, we have essentially no information on magic beyond the borders of England.

Hell seems to be real in some sense, as the Raven King is said to have a kingdom there, is implied to have waged war against at least parts of Hell, and Merlin is described as being descended on his father's side from a demon (this is sourced from the real-world *Historia Regum Britanniae* by Geoffrey of Monmouth). Likewise, it's suggested that magicians can in some sense conjure both demons and angels to do their bidding, but this is put in vague terms and mostly in context of an ongoing debate/point of opposition between magicians and the clergy (see footnote 4, chapter 43 of *Jonathan Strange and Mr Norrell*).

At the end of the day, fanwank magic outside of England as you will. Perhaps it's just fairies everywhere. Maybe alchemy works in this world, to some extent. Perhaps different lands have different kinds of wild spirits bordering them (jinn, yokai etc). Perhaps God and angels aren't real, and it's all just Christian propaganda. Whatever the case, magicians don't seem to have a very clear idea of everything that exists outside of the ordinary world either, so there's plenty of space to work out what you'd like.

*I reached out my hand; England's rivers turned and flowed the other way;
I reached out my hand; my enemies's blood stopt in their veins;
I reached out my hand; thought and memory flew out of my enemies' heads like a flock of
starlings;
My enemies crumpled like empty sacks.*

*I came to them out of mists and rain;
I came to them in dreams at midnight;
I came to them in a flock of ravens that filled the northern sky at dawn;
When they thought themselves safe I came to them in a cry that broke the silence of a winter
wood.*

*The rain made a door for me and I went through it;
The stones made a throne for me and I sat upon it;
Three kingdoms were given to me to be mine forever;
England was given to me to be mine forever.
The nameless slave wore a silver crown;
The nameless slave was a king in a strange country.
The weapons that my enemies raised against me are venerated in Hell as holy relics;
Plans that my enemies raised against me are preserved as holy texts;
Blood that I shed upon ancient battlefields is scraped from the stained earth by Hell's
sacristans and placed in a vessel of silver and ivory.*

*I gave magic to England, a valuable inheritance
But Englishmen have despised my gift
Magic shall be written upon the sky by the rain but they shall not be able to read it;
Magic shall be written on the faces of the stony hills but their minds shall not be able to
contain it;
In winter the barren trees shall be a black writing but they shall not understand it.*

*Two magicians shall appear in England.
The first shall fear me; the second shall long to behold me;
The first shall be governed by thieves and murderers; the second shall conspire at his
own destruction;
The first shall bury his heart in a dark wood beneath the snow, yet still feel its ache;
The second shall see his dearest possession in his enemy's hand.
The first shall pass his life alone; he shall be his own gaoler;
The second shall tread lonely roads, the storm above his head, seeking a dark tower
upon a high hillside.
I sit upon a black throne in the shadows but they shall not see me.*

*The rain shall make a door for me and I shall pass through it;
The stones shall make a throne for me and I shall sit upon it.
The nameless slave shall wear a silver crown,
The nameless slave shall be a king in a strange country.*

All is ended now. Where will you go?

Your own fireside.

Return home to your own world of origin, with whatever you have gained from your travels.

A new home.

For all its faults, this is not so terrible a world, and perhaps you can help to make it better. Remain here.

Behind the sky, on the other side of the rain.

Continue your journey, through more worlds that are, and may be.