

Rules of Silence

*“Spare foul Music no ear
Let not the Demon Speak
Let no man Chaos fear;
It’s Silence, that I seek”*

Rules of Conduct

- ❖ The members of the **Hush** are a secret Brotherhood that regards Magic with suspicion and pessimism.
- ❖ The members of the **Hush** are not necessarily fanatics, executioners, or opponents of Mages who fail to understand the usefulness of Magic.
- ❖ The members of the Hush use knowledge of physics, chemistry, and engineering to counter the threat of Magic—but some do not hesitate to resort to darker means.
- ❖ The members of the Hush use technological *Devices* to control, break, or redirect Magic. The abilities of the **Hushers** can only be used through such *Devices*.
- ❖ *Devices* react uncontrollably to *Magii*, *Alchemists*, or *Haunted Objects*. If such an individual touches a *Device*, they feel an unpleasant numbness, while if they attempt to activate it, they die instantly.
- ❖ *Devices* have a limited charge, allowing a specific number of uses of the **Husher’s** abilities per day. These abilities, for the purposes of the rules, are categorized and referred to as **Hushes**.

Note: For the sake of gameplay, the number of Uses stem from the Hushers, rather than the Device. Each Husher has a maximum number of Hushes cast per day. For Lore consistency however, these Uses are attributed to the Devices.

- ❖ **Hushes** interact only with **Spells**. **Hushes** require the usage of touch to signify their effects, but it is not necessary in the game world that the **Husher** needs to touch something obviously dangerous to activate their abilities.
- ❖ *Devices* can create energy barriers, represented in-game by a *Brown Protective Armband*.
- ❖ The **Hush** is a guild that comes into direct or indirect conflict with the **Athenæum**, the **Hecateion**, and the **Charm** (*more on these in the History of the South*), having opposing objectives. However, members of the **Hush** may occasionally agree with positions held by these Guilds.
- ❖ The goal of the **Hush** is not to hinder the enjoyment of those playing as Mages but to remind that unchecked power tends to corrupt, creating mutual dramatic storytelling within this framework.
- ❖ The members of the **Hush** follow a structured Hierarchy, which allows the use of valuable resources for upgrading *Devices* to counteract Magic. The 3 ranks of its members are: **Acolyte**, **Kin**, **Illuminated**
- ❖ Each rank acquired adds new abilities to the **Husher’s** skillset.
- ❖ **Hushers** are trained in combat with a *Device* in hand. Its usage requires a free hand and a light choreographic depiction to represent the ability being used.

Rules of Operation

[Rank 1: Acolyte]

IDENTIFY

Uses: 3 times per day

Activation Phrase: “Reveal”

Duration: Immediate

Effect:

The **Husher** scans the target using their *Device* and touches them. The *Target* must reveal what magical energies are currently active on them, including any **Spells** (currently affecting them or prepared by them and ready to cast.) The *Target* must answer truthfully out of character if they are currently affected by any **Spells**.

DISRUPTION

Uses: 2 times per day

Activation Phrase: "Strip"

Duration: Immediate

Effect:

The **Husher** touches a *Target* and removes any active **Spell** effects on them and any **Spells** they have prepared.

SHIELD

Uses: 2 times per day

Activation Phrase: "Interrupt"

Duration: 5 minutes

Effect:

The **Husher** creates a Protective Barrier against **Spells** by tying a **Protective Armband** to their *Device*. For the next 5 minutes, the **Husher** ignores the effects of any **Spell** cast on them. When the **Husher** is targeted by a **Spell**, they say the command Word.

They should remove the **Armband** from their *Device* at the first available moment. The *Hush* can not be re-cast until the original **Armband** is removed.

[RANK 2: Kin]

QUIET

Uses: 3 times per day

Activation Phrase: "Silence"

Duration: 5 minutes

Effect:

The **Husher** touches the *Target*, emitting a vibration that severs their connection to the Magical Spark. The *Target* can not produce Sounds (and thus chant **Spells** as well) for the next 5 minutes.

RUPTURE

Uses: 2 times per day

Activation Phrase: "Strip"

Duration: Immediate

Effect:

The **Husher** touches a *Target* and removes any active **Spell** effects on them and any **Spells** they have prepared.

Alternatively, this **Hush** may be used to remove a **Protective Armband** from an item or Place. However, if the protected Item or Place bears some message, the message is destroyed by the use of this ability.

This **Hush** may not interact with the Spells *Burrow* or *Disintegrate*. Such **Spells** are distinguished by the use of **personal Brooches**.

ABSORPTION

Uses: 2 times per day

Activation Phrase: "Drain"

Duration: 5 minutes

Effect:

The **Husher** touches a *melee Weapon* with their *Device*. For the next 5 minutes, they can use this weapon once while saying the command word to a *Target* who is casting or is maintaining a prepared **Spell**. The magical energy of that **Spell's** usage is lost and the **Spell** is not activated.

Alternatively, the *Hush* may be delivered by touch within a 5 second reaction window to a **Spell**.

[RANK 3: Illuminated]

FILTRATION

Uses: 3 times per day

Activation Phrase: -

Duration: Immediate

Effect:

The **Husher** uses their *Device* to ionize a container of Water (125ml) or to finalize a piece of equipment. This skill can be used for alchemical **Potions** that prevent the use of Magic, to create *Mastercrafted* equipment or the product can be consumed by a *Target* to immediately awaken them from the *Unconscious* state.

The **Husher** must attach an explanatory card if they use this ability on a container of water.

PURIFICATION

Uses: 2 times per day

Activation Phrase: -

Duration: Immediate

Effect:

The **Husher** uses their *Device* to disrupt the effects of a **Ritual**. After activating this ability, the **Husher** can remove up to 4 ritual candles from a magic circle, which represents the **Ritual's** effect. The **Ritual** remains active until all of its candles are removed.

MIRROR

Uses: 2 times per day

Activation Phrase: "*Mirror*"

Duration: *Reaction* within 5 seconds

Effect:

The **Husher** reflects the effect of a **Spell** back onto the *Target* that applied it on them by saying the command word. The **Spell's** effect is activated on the *Target*, while the **Husher** remains unaffected. The reflected **Spell** is considered a **Hush**.