



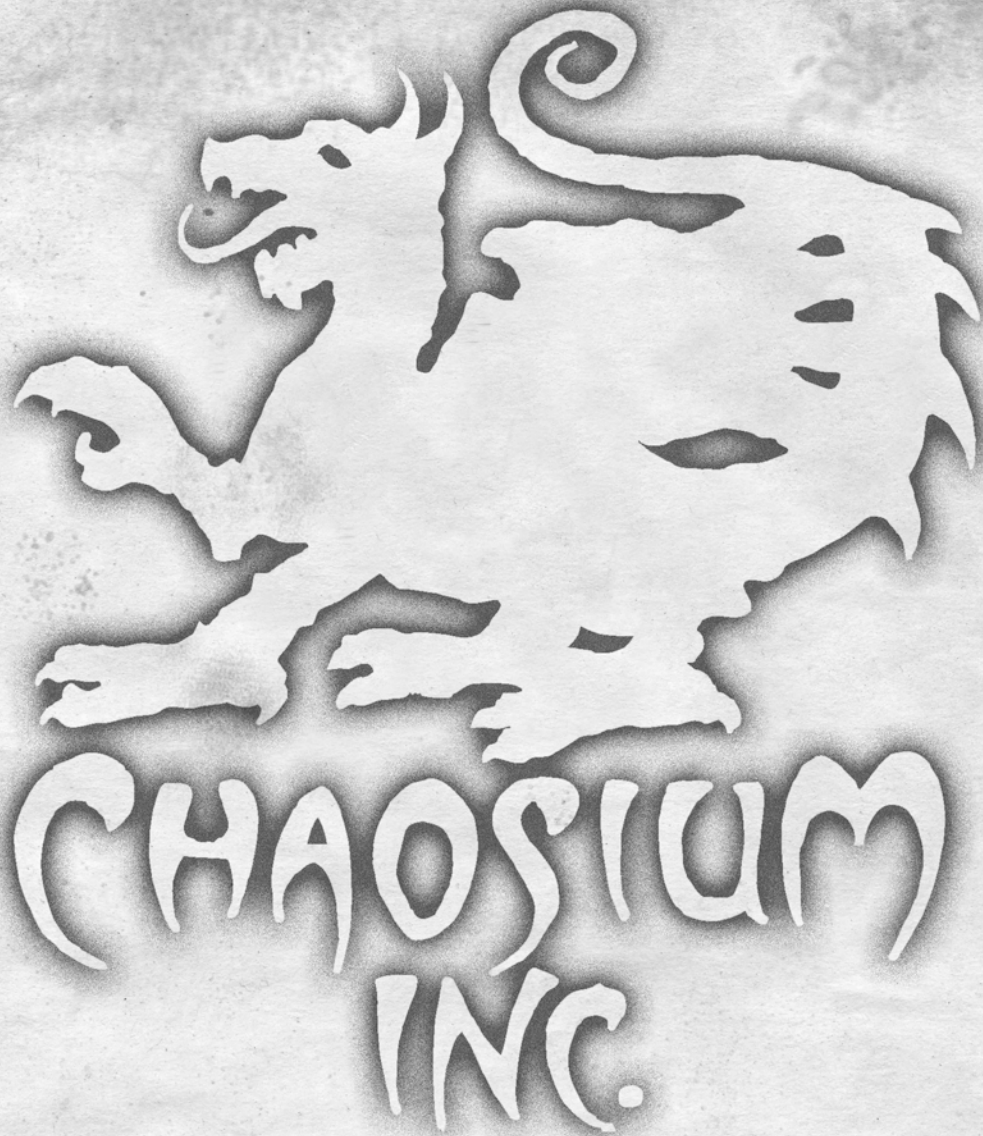
Advanced Sorcery

DEMONS, NECROMANCY & HIGH-LEVEL MAGIC



EDITED BY
BEN MONROE





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Advanced Sorcery

DEMONS, NECROMANCY & HIGH-LEVEL MAGIC

ABOUT THIS BOOK

Advanced Sorcery is a supplement to the *Magic World* roleplaying game. With a trivial amount of effort on the part of the enterprising Chronicler, *Advanced Sorcery* may be used with the *Basic Roleplaying* core rules.

This book reworks some information from Chaosium games and books originally published as *Etric!*, the *Bronze Grimoire*, *The Unknown East*, and *Melniboné*. Those texts have been revised and expanded for this book. New material has been added to enhance the themes of heroic fantasy. Many great supplements and rules additions have been published for *Basic Roleplaying* over the years. As a service to our many loyal fans and friends, Chaosium is currently working to bring some of those books back into print, with revisions to bring them in line with current *Basic Roleplaying* rules. We hope that those of you who used these rules in the past, as well as those who are new to this material, will find enjoyment in this book and that it enhances your game.

The authorial credits for those earlier works are as follows:

Etric!: Lynn Willis, Richard Watts, Mark Morrison, Jimmie Pursell, Sam Shirley

Bronze Grimoire: Ross Isaacs

Unknown East: Lawrence Whitaker

Melniboné: Richard Watts, Geoff Gillan, Penelope Love, Mark Morrison

Basic Roleplaying: Jason Durall, Sam Johnson

RuneQuest Vikings Players Book: Sandy Petersen and Greg Stafford

Most, if not all of those books were skillfully edited by Lynn Willis and Charlie Krank. The compilations, revisions, and additions to the current text are by Ben Monroe. The *Advanced Sorcery* chapter was written by Charles Green. Nick Middleton wrote *Arete*. Special thanks also to David Ackerman, Jason Durall, Ian Kaufman and Steven Leary for helping out with a million bits and bobs throughout the revision.

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This supplement is best used with the roleplaying game *Magic World*, available separately.

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Introduction	5
Advanced Sorcery.....	6
Deep Magic	20
The Summoner's Art	33
Necromancy.....	69
Rune Magic.....	89
Arete	102
Herbalism	113
Fey Magic of the Southern Reaches.....	118







"Even I never dreamed of Magic like this!"

-C.S. Lewis

"Disbelief in magic can force a poor soul into believing in government and business."

- Tom Robbins

The worlds of fantasy are vast and diverse. Whether steeped in philosophy and existentialism, or action and carnage, the one commonality to all tales of fantasy is the influence of the supernatural on the natural world. Mages, wizards and sorcerers force the world to bend to their will. They grab the fundamental essence of the universe and force it to do their bidding.

Advanced Sorcery adds new options to players of the *Magic World* game, as well as other *Basic Roleplaying*-based roleplaying games. The magic systems in this book may be used alongside the Sorcery rules from *Magic World*, or replace them. As with all rules additions, the Chronicler and players are the final arbiters of the need for new material. If you do add these new systems to an existing campaign world, consider how they can be introduced. Perhaps different cultures in your world are the lore keepers of individual magic systems. Possibly a great network of mages share these secrets amongst themselves. But in the end, remember that it's magic; it requires logic as a roaring fire needs dousing with water: not at all.

Within this book are seven distinct chapters:

- **Advanced Sorcery:** over two dozen new powerful Sorcery spells to add to your Sorcerer's repertoire.
- **Deep Magic:** Mages learn to pull and re-weave the threads that form the web of reality, rather than learning magic by rote and formula.
- **The Summoner's Art:** Expands the rules for summoning demons and elementals.
- **Glyphs:** Magical symbols which can be used for intricate and devastating effects.
- **Necromancy:** Whether to cheat or enslave Death, necromancers are among the most foul magicians ever known.
- **Arete:** A mystical system of power for characters of vast skill potential. Now, when your character achieves 100+ in skills such as Navigate, Art, etc., great things may be accomplished.
- **Herbalism:** Details simple and natural concoctions of herbs which can heal, harm or entrance the imbiber.



The spells included in this section are almost exclusively the products of a bygone age. Where modern sorcery spells are cast in a relatively short time, the spells below take much longer and are more expensive in terms of Magic Points and other requirements.

Possibly the reason for this is that there was a magical cataclysm in the depths of history, which altered the way sorcery works. It could be that these spells are all we have left from a long-term magical duel fought between two warring factions of sorcerers—one aligned with Shadow and the other with Light. All that survived this ancient conflict are tattered scraps of lore, and

a few spells that can be read well enough to enact their effects. In any case, these spells are rare; Adventurers should not be able to start the game knowing them without permission from the Chronicler. Learning the secrets of these spells could be an adventure or chronicle in itself.

Note: Casting some of these spells might earn the caster points of Allegiance. Particularly gruesome spells would certainly increase one's corruption to Shadow, while the more benevolent spells may earn you points of Light.

The amount of Allegiance Points is up to the Chronicler, an amount equal to the MP cost is a good guide.

Two Sorcerers engage in a test of wits



NEW SORCERY

BITTER BLADE (8)

Range: Touch**Resisted:** No

This spell allows the caster to temporarily imbue any bladed weapon with sorcerous energy, which can take a variety of shapes. At the time of casting, the caster must pick one of the following forms, and the weapon will retain this new ability until the spell's duration expires. Note that this spell cannot be cast on a weapon that contains a bound demon, or is already otherwise enchanted.

Spiteful Damage: The weapon warps, making it jagged and extremely sharp. When it strikes an opponent, the weapon does an additional 1D4+5 points of damage.

Acid: The weapon seeps viscous green acid, which will cause 1D4 points of damage per round for 1D8 rounds after contact. Armor only protects against this damage for the first round of contact. Any points of damage done to a weapon, shield or armor are removed from the item's hit points (or protection, in the case of armor.)

Fires of the Dark Sun: Black flames leap from the blade, and do an extra 1D6 points of damage per hit. Targets hit must pass a **Luck** roll or be caught on fire, and take an extra 1D6 points of damage until dead or the fires are put out (make a **Dexterity** roll to see if the character can put out the flames). Flammable objects not worn by another person are automatically caught on fire.

Venomous: The length of the blade erupts in tiny cysts, which burst upon contact with a target. Treat the resulting black fluid as a contact poison with a POT equal to half the POW of the caster. The target will continue to take damage from the poison for 1D8 rounds after the last time it was hit by the weapon.

Hoarfrost: The blade of the weapon becomes unnaturally cold, and saps the heat and life from its victims. For every 2 points of damage taken by this weapon, the target also loses a single temporary point of DEX, as a creeping numbness spreads through their body. Victims reduced to 0 DEX are paralyzed, but are painfully aware of their surroundings. DEX points can be restored at a rate of 1 per hour if the victim is substantially warmed (set near a fire, wrapped in blankets, soaking in hot water, etc.).

Vampiric: For every five points of damage done by the weapon, the wielder gains a single hit point. These phantom hit points are the first lost to injury, and are not considered for the purposes of determining if the wielder has taken a major wound.

While this spell is in effect, the weapon and the wielder count as being demons for purposes of magic that protects or harms such things. Also, the wielder will always fumble on a to hit roll of 95-100, resulting in the weapon automatically hitting the wielder. Roll damage normally, including any damage bonus. If the fumble is a roll of 99, the attack does double damage to the wielder, and if it is 100, it is treated as a special. If this attack penetrates armor, the wielder takes the full effect of the spell. (Note that hit points from the Vampire form are not transferred in this damage from this instance.) So, this spell greatly enhances the wielder's combat prowess, but can be potentially deadly to the wielder.

BLESSED ENERVATION (3)

Range: Touch**Resisted:** No

By increasing his or her awareness of painful sensation, the caster can retain consciousness and ignore the pain, even when the pain would overwhelm his or her senses. While under the effects of this spell, the caster takes one less point of damage from any source (even magic, poisons, and other effects), and ignores the effects of major wounds.

However, after the spell's duration ends, any major wound effects will happen, and the caster will need to make a Luck roll to avoid the effects of the wound, as per the normal rules.

BLOOD FEAST (1OMP+1 POW)

Range: Self

Resisted: No

The caster must cast this spell within 5 rounds of having killed another person. Once cast, the caster must then eat a portion of the victim's body. The effects of this spell depend on the portions eaten, as listed below:

- **Muscle tissue:** If a large muscle group is eaten, the caster will gain five points to his Strength characteristic.
- **Eyes:** If the victim's eyes are both eaten, the caster can add 25% to each sight-based perception skill.
- **Ears:** If the ears are eaten, the caster can add 25% to each hearing-based perception skill.
- **Brain:** If the caster eats the victim's brain, he has two choices. He can either permanently gain a single specific bit of knowledge (i.e., the password to get past the guards, etc.) the victim knows, or can gain five points to his or her INT characteristic.
- **Lungs:** If the lungs are eaten, the caster has an improved constitution, adds 2 to their MOV, and can run for twice as long without needing to make a CON check.
- **Heart:** The caster gains a hardier body, and can ignore the effects of major wounds. Essentially, this means they will fight until unconscious or dead.
- **Liver/abdominal organs:** The caster gains a measure of protection from poison. Half the effective POT of any toxin to which the character is exposed.

- **Nose:** The caster will gain an ultra-sharp sense of smell. He can add a bonus of 25% to any scent-based perception skills, and can also apply this bonus to their Track skill.

No matter what effect the caster chooses, the use of the result will seem strange, animalistic and supernatural. For example, if the caster chooses the strength bonus, any exposed muscles will seem to bulge and pulsate. Skill bonuses granted by this spell are over and above the character's actual skill.

Effects last indefinitely, though the Magic Points spent to cast the spell do not return until it has been dismissed or undone by Sorcery. Gaining a specific piece of knowledge from a brain means the spell automatically ends, and the spent Magic Points return at the normal rate.

BLOOD SONG (5)

Range: Self

Resisted: No

This wailing ululation takes five rounds to cast, during which time the caster must sing, chant, or scream the verbal components to the spell. The Magic Points are lost at the end of the fifth round.

During the spell's duration, for every point of damage the caster inflicts with an edged weapon, he or she gains an additional magic point. These Magic Points can be spent normally, but disappear at the end of the spell's duration. If the caster commits a fatal blood sacrifice for this spell, he or she also gains all of the victim's Magic Points.

This spell, combined with Chain of Being, is used to pool up a large supply of MP for use in demon summoning.

Note also that flowing blood is mandatory for the spell to work, so damage inflicted with a blunt weapon will not grant additional Magic Points. At the end of the spell's duration, the caster must make a current MPx5 test. Failure indicates the he or she passes out for an hour, until another magic point regenerates.

BREAK THE WILL (1)

Range: Touch

Resisted: POW:POW

This spells fills the target with a terrible apprehension and dread of the caster, and must fight with themselves to keep from making eye contact with the caster.

Caster and target must make a POW vs. POW roll on the resistance table. If the caster wins, the target suffers an additional -20% penalty to any skill or characteristic rolls while in the caster's presence, so long as the spell persists.

CALL RAIN (4 + 1 POW)

Range: Sight

Resisted: No

With this spell, the caster can summon rain to help ensure good crops. After spending six hours praying, the caster attempts a roll of POWx4 (POWx3 in times of drought or in a desert; POWx2 if the area has been cursed by some powerful supernatural agency). Failure means the points are still lost. A roll of 00 is always a failure.

With a successful casting, clouds begin to amass. It begins to rain within 20 hours minus the caster's POW, and the rain falls for a number of hours equal to the caster's POW, or whenever they will it to cease. Two hours of solid rain will obscure tracks; three hours will smooth them away altogether, while more than four hours of rain renders terrain boggy and difficult to traverse, which will significantly impede armies and pursuers.

CALL WINTER'S CHILL (15 + 1 POW)

Range: Area of effect is 1,000 yards radius about a specified point, which must be visible when the spell is cast.

Resisted: No

Caster must spend 9 hours praying and chanting, at the end of which they attempt

a POWx4 roll. Failing, the Magic Points and POW are still lost. A roll of 00 always fails.

If the spell is successful, a sudden blizzard descends on the region, but only if snow occurs naturally in the area; elsewhere, such as in a desert, this spell causes a significant drop in the temperature and summons freezing winds. The effect lasts for 1D6 hours, during which time swirling snow reduces visibility to a few feet and makes tracking impossible, while the high winds snatch away sounds, rendering conversation from more than two feet away inaudible. The temperature in the area-of-effect drops below freezing: creatures caught in the blizzard—unless very warmly dressed—must roll CONx4 each hour they are exposed: failure results in the loss of one hit point that hour and every hour thereafter until the blizzard dissipates.

CHILLING TOUCH (4)

Range: Touch

Resisted: MP:MP

Once cast, this spell enables the caster to cause four points frostbite damage to a target with the touch of a hand and a successful MP:MP roll on the resistance table. Armor offers no protection from this attack. If this attack is used during combat the caster must make a successful Brawl roll to touch the target; success indicates normal Brawl and damage bonus are inflicted, plus the additional four points damage. Hit points lost through such attacks heal normally. The spell's duration is only half the caster's POW rather than their full POW, but until it expires every new touch inflicts additional damage.

CLOSE THE GATE (1)

Range: Touch

Resisted: No

When cast, this spell holds any door, portal or gateway shut. Only powerful weapons or magical effects can hope to penetrate this defense. At the end of the duration,



the spell falls, but the door will remain shut until opened or battered down. The caster may opt to spend a point of POW instead of the Magic Point. Doing so makes the spell permanent.

COMPULSION (3)

Range: Touch

Resisted: POW vs. POW

The caster must overcome the target's POW with his or her own. If the caster wins, the victim will, for the spell's duration, be compelled to perform any act chosen by the caster. Each time a different compulsion is made, the victim can shake off the spell's effects with an INTx3 roll.

CONTROL SEA LIFE (VARIES)

Range: Sight

Resisted: POW:POW

This spell allows the caster to have control over purely natural ocean life for the spell's duration. When cast, the caster decides how many Magic Points to spend on the spell. Each magic point gives a cumulative 10% chance of success. The caster makes the percentage roll and, if he succeeds, can control the actions of the animals in question for the spell's duration. The number of animals the caster can control is based on the size of the animal. With small creatures (fish, crabs, sea gulls, etc.), this spell allows the control of 1D8 individuals. Medium-sized creatures (larger fish, most sharks, turtles) are worth 1D3. With large creatures, (large sharks, whales, sea serpents) the caster can only control a single individual.

If the control roll fails, then the animal is not under the caster's control. If the roll is a Fumble, the animals are enraged at the caster and will attack the caster and any people with them. Once successfully cast on a target, that target cannot be affected by this spell for a full 24 hours after the spell's duration ends.

CREATE MONSTER (VARIED MP + 1 POW)

Range: Touch

Resisted: No

By means of this ancient spell, the sorcerer creates a loyal monster by combining different aspects of two or more animals into a single creature.

The sorcerer must procure whole bodies of all of the animals to be used in the spell. These animals needn't be killed, although dead flesh works as well as live. Humans can be used in this regard, although demons, elementals, and other purely supernatural creatures cannot. The collected animals must be brought to a specially prepared ritual chamber and bound so as to remain immobile.

The sorcerer beings to intone the chant of this spell—which involves magically feeling the energy of the animals—and visualizing that energy merging into a single form at the center of the chamber. This process is painful for conscious participants, so the spell is best performed away from settlements.

For each characteristic the final creature is to have, the sorcerer chooses which of the assembled creatures will contribute their characteristic to the final form. Each value of ten, or a fraction thereof, costs the sorcerer a single magic point. For example, using the strength of a mastodon (STR 61) would cost the sorcerer 7 Magic Points to add. This is done for each characteristic the construct is to have. Note that, unless the construct is to be a hideous monster, some value of APP should be used. Also, INT and POW must come from living beings, or the resulting construct will have only 1 point in each characteristic. If the INT and POW come from a sorcerer, they retain and can use any spells they knew beforehand.

The caster may then spend more Magic Points to imbue the construct with 10% of any skill that any of the creatures possessed before the combining. Each magic point spent gives a skill bonus of 10%.

The new creature thus defined, the sorcerer must spend the accumulated Magic Points and a point of POW, then pass a Luck Roll. If this test is a success, the resulting construct will be created, and be unwaveringly loyal to its creator, unless instructed to follow another. The creature will look like a mixture of its component creatures, with recognizable features from all animals involved in its creation. If the Luck roll is failed, the MP are spent, but the creatures remain unmelded.

These beasts are creatures of magic, and can therefore learn and cast magic and think independently. Thankfully, this spell is rare enough that an intelligent, mastodon-sized warrior should be a special occasion in the world. Monsters made in this manner are naturally sterile, unless made fertile by bizarre sorceries which, thankfully, haven't survived to the modern age.

Creatures made with this spell cannot be used in another casting of this spell.

For example: Sarkin learns this spell and wants to create a suitably freakish mount, one that is less temperamental than a demon and easier to control. What he has at

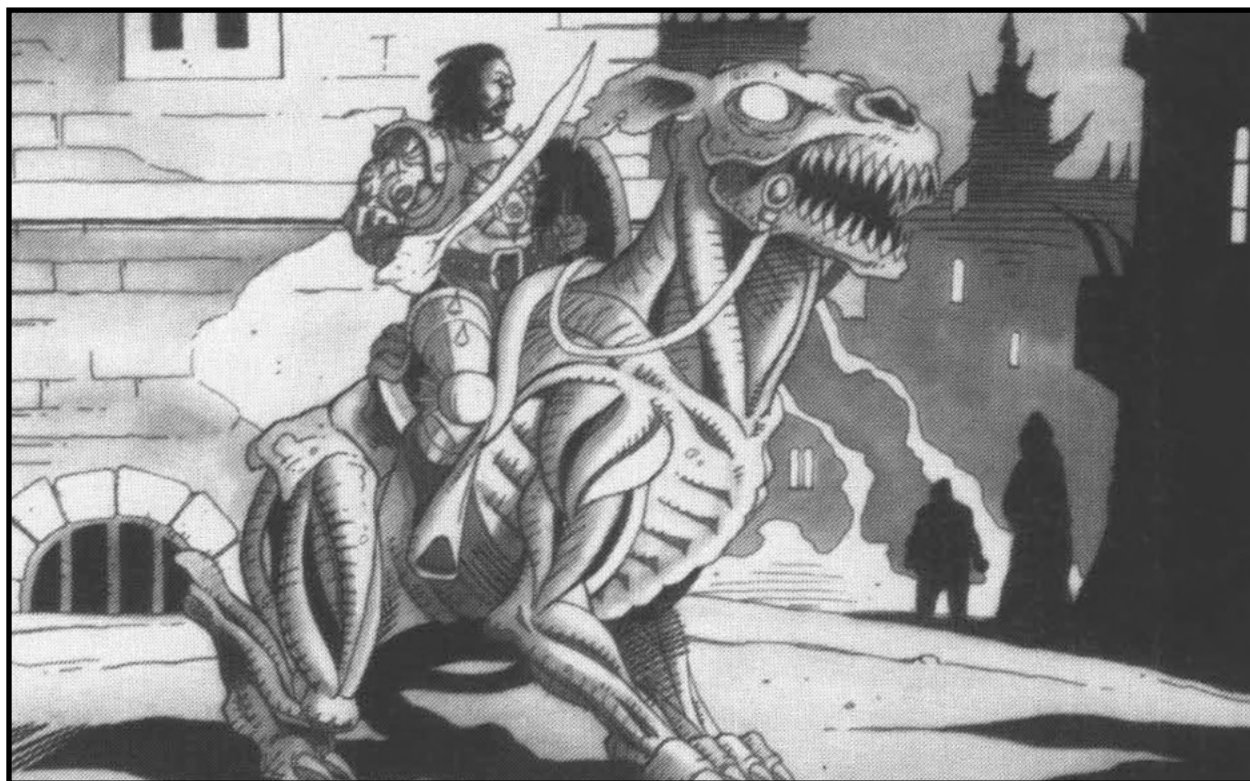
hand are humans, a horse, and a few house cats. These he collects in the ritual chamber, where he kills the horse and the cat. He leaves the human, a willing participant, bound but conscious.

For STR, he picks the horse's score of 29, since it is the strongest of the animals he has. This costs 3 MP. He again picks the horse for CON (13-2 MP) and SIZ (26-3 MP.) He uses the human's INT (13-2 MP), POW (14-2 MP) and APP (15-2 MP). He gives it the cat's DEX (19-2 points), and the horse's MOV (12-2 MP.) Since the horse has a lot of hard muscle, he transfers this as well (1 point of armor-1 MP).

For skills, he gives it the cat's Move Quietly of 90% (9 MP), the cat's Claw attack of 40%, (4 MP) and the human's ability to Speak Common at 30%,(3 MP) enough to give warnings, but not a jabber box. All of these abilities will cost the sorcerer 36 Magic Points, so Sarkin must have an ample supply of Magic Points.

Assuming he passes the Luck roll needed, Sarkin will have a riding beast with a horse's frame, large claws, cat's eyes, and the ability to speak a little Common. It

Sarkin the Sorcerer rides Hubertous, his Shadow Beast



walks as a quadruped, but is able to stand on its hind legs like a man and slash with huge, hook-shaped claws. It is unwaveringly loyal to Sarkin, and follows his commands without question. The beast's final stats look like this:

HUBERTOUS, SHADOW-BEAST

STR 29 CON 13 SIZ 26 INT 13 POW 14
DEX 19 APP 15
HP 20 MOV: 12

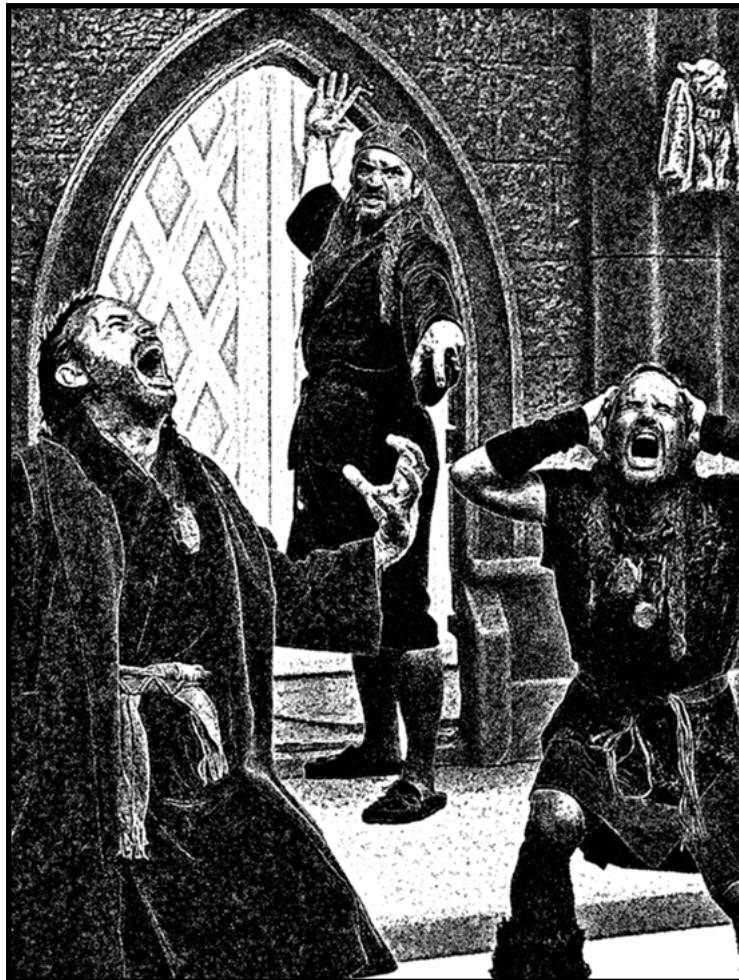
Damage Bonus: +2D6

Attacks: Claws x2 40% 1D3+2D6.

Armour: 1 point thick skin

Skills: Move Quietly 90%, Speak Common 40%.

"Try as you like, you will be mine to control!"



DIMINISH DEMON (3)

Range: Ten yards

Resisted: POW:POW

Only Allies of Light may know or cast this spell. When cast at a demon, the spell makes a random ability of that demon useless, for the duration of the caster's POW in combat rounds. The caster also must succeed in a **POW:POW** resistance table roll, using the demon's POW as the passive value.

DOMINATION (1-3)

Range: Hearing

Resisted: MP:MP

The caster must be able to communicate with the intended target, in a language the target understands. If this is not the case, the spell fails automatically. The caster must choose the level of influence he wishes to impart with this spell, based on the Magic Points spent:

1. Suggestion – The caster can make a simple request, and expect it to be fulfilled. This is a relatively minor thing, and the target will not do something that is either illegal or what they consider unethical. An appropriate use of this level of the spell would be, "Excuse me, may I see that book you are reading?" or "Take this box to Harkon, and do not open it." This spell is often used on slaves to ensure that important errands will not be fumbled.

2. Command – The caster can make a command of someone who may or may not be normally willing to acquiesce, and expect it to be fulfilled. This is usually performed to make sure that a recalcitrant clerk or guard doesn't hamper official Church business. An appropriate use of this spell would be, "I command you to let me speak

to the prisoner!" or "Drop your weapon, and come quietly."

- 3. Dominate** – The caster can make a dominated person perform any action, even one that the person would normally never do (like jump from a window or drink something they knew to be poisonous.) This spell is often used for ready-made assassins, "Take this sword, kill Harkon before dawn, and then use it on yourself."

Resistance means the spell hasn't worked, and the Magic Points spent are lost. The spell lasts 1D8 hours, and at the end of each hour, the target is allowed a Luck roll to shake off the effects. Also, if the caster or anyone on his side attacks the target, the spell immediately ends, and cannot be used on the same target for 24 hours.

The Witch Sight spell can detect Domination on a body, so long as the Domination spell is still in its active duration. Each caster that knows the Domination spell imbues the spell with a small bit of themselves. If Witch Sight is cast on a body with the Domination spell on it, the Witch Sight caster can tell who is responsible for the Domination spell, if they cast Witch Sight on the actual Domination caster.

DREAMS OF FATE (1)

Range: Sight

Resisted: MP:MP

Concentrating, the caster attempts to force the target to fall asleep immediately. The sleep lasts for 60-CON minutes (1 minute=5 combat rounds). The target can resist the spell with a MP:MP roll. If the spell is resisted, it may not be recast on that target for 24 hours.

During sleep, those who follow Light as their highest allegiance experience dreams of hopefulness, kindness, and glory. Those with Balance as highest allegiance have threatening dreams that cause them to sweat and murmur piteously. Those with Shadow as their highest allegiance scream

horribly, plead endlessly, and awake bewildered and unable to act during that combat round.

ECSTATIC AGONY (1-3)

Range: Self

Resisted: No

Pain allows the caster to focus his or her attention. For every magic point spent on this spell, the caster takes 1D4 points of damage through self-inflicted wounds. For every point of damage taken, the caster can add a bonus of 2% on his or her next three skill checks, so long as they fall within the spell duration. There is no risk of taking a major wound; the hit points are assumed to be inflicted by numerous small cuts or burns. Armor does not protect against this damage, nor can it be parried or dodged.

ENDURING FRESHNESS (10)

Range: Touch

Resisted: No

Enchants a vessel that, if airtight, will prevent the decay or corruption of any item contained inside. This can be up to a gallon in volume. Once the vessel is closed, the spell takes effect, and will keep its contents fresh indefinitely, until the bottle is opened or broken.

ENTHRALL (4)

Range: Touch

Resisted: POW:POW

The caster must touch the target and look him or her in the eyes. Match their POWs on the resistance table. If the caster wins, the target becomes fascinated with the caster, regards them as a friend and confidant, and will generally be well disposed towards him or her. If the target wins, he or she feels strangely wary about the caster, for reasons they can't explain. The caster may try again, but each time he or she fails, the target

becomes increasingly wary of them. Duration is the caster's POW in minutes.

FARSTRIDING (1-4)

Range: Touch

Resisted: No

For every magic point spent, the distance a target can jump is doubled. So, if a person could leap forward five feet normally, this spell would allow them to jump 10, 20, 40, or 80 feet, depending on their magic point expenditure. Vertical jumping distance is increased by the same factors, but unless a Jump roll is made, the jumper will suffer damage as if he or she had fallen from the maximum height.

GREATER BANISHMENT (10)

Range: Self

Resisted: POW:POW

Caster must also know the Lesser Banishment (see nearby) spell. Once cast, the caster of this spell must maintain a litany as with the other spell. While under the effects of this spell, all attacks against undead monsters are considered magical. Also, each damaging hit will drain 1 point of POW from the target. Monsters reduced to zero POW are slain.

GUIDED INTUITION (1)

Range: Self

Resisted: No

By making a short prayer and spending the magic point, the caster can look at a manuscript or artifact, and be able to tell in very general terms if the material in the book or the artifact is dangerous. No other insight is offered, but a caster would be able to tell, for example, if something is safe to touch in order to transport it to secure location.

INFERNAL PERCEPTION (4)

Range: Unlimited

After this spell is cast, the caster can see, hear, smell, touch and taste everything that a demon he or she has personally bound is experiencing. Range is no object, but the bound demon must be on the same plane as the caster. Also, skills related to senses are limited to the percentages of those skills actually possessed by the demon. The caster can use this spell to command the demon to activate one of its abilities.

INVOCATION OF THE SPIRIT OF PEACE (15)

Range: POWx20 yards

Resisted: No

The caster spends an hour walking in a circle to indicate the boundary of the spell. At the end of this time, the Magic Points are spent, and the spell becomes active. Once cast, the area affected inhibits acts of violence, and anyone within it becomes imbued with a sense of almost preternatural calm.

Individuals who wish to violate this peace must pass a Luck roll to do so, and even if they pass, their effective skill will be at half normal chance until the spell expires, or they leave the area of effect.

If, at the time of casting, the caster opts to spend a permanent point of POW in addition to the Magic Points, he or she can make the area permanently affected by the Invocation.

LESSER BANISHMENT (5)

Range: Self

Resisted: MP:MP

Once cast, the caster of this spell must maintain a constant litany, and can make no other sounds, or the spell is lost. This litany is a series of prayers asking to guide the wielder's weapon. Each time the caster hits a supernatural creature, the target may attempt to Resist as described above. If the

caster wins, the target loses a number of Magic Points equal to the weapon's damage roll.

LIGHT FAVORS THE JUST (15)

Range: Self

Resisted: No

Casting this spell requires a nine-hour ritual. At the end of the nine hours, make a Luck roll, with a +10% bonus for each person assisting in the casting of the spell. If successful, for a period of days equal to the caster's Light Allegiance score, he will receive a bonus to any skill checks equal to their own Light Allegiance score. If confronted by followers of the Balance and Shadow they will receive a similar penalty to all skill checks equal to their Shadow Allegiance score. Enterprising players will no doubt come up with other, more devious, uses for it.

LIFE IN DEATH (5)

Range: Sight

Resisted: No

By casting this spell, a recently-slain body can be brought to a temporary unlife. The body must still be warm (usually this means it has just been slain.) If the target is not dead, then the spell fails and the Magic Points are lost. The caster casts the spell, and the body rises at the beginning of the next combat round, and will follow any commands spoken by the caster.

Treat this as a Revenant (*Magic World* p.194-195, with its original characteristics except it now has an INT and POW of one each), equipment, and halve percentages of any weapon skills the body had before raising. The mind is too far gone for any other skills to survive.

At the end of the spell's duration, the body collapses and begins to dissolve into noxious, bubbling ooze. The dissolved body cannot be used for any other necromantic spells, nor can it be raised from the dead by any means, short of a divine invocation.

Note also that any equipment will likely survive, and be usable, (although smelly and slimy.) Any demons bound to the target of this spell are lost when he or she dies, unless they were eternally bound.

LIGHT'S DISDAIN (1)

Range: Touch

Resisted: MP:MP

Only allies of Light may know or cast this spell. With a successful MP:MP resistance table roll, Light's Disdain cuts the duration of the next spell cast at the target to one combat round. Light's Disdain concludes when the offending spell is truncated.

MYSTICAL MESSENGER (VARIES)

Range: Self

Resisted: No

By means of this spell, the caster shapes magical energy into a small bird, typically a white dove or a crow. This construct will fly to a location chosen at the time of casting, and deliver in the caster's voice a message to a single recipient. The magic point cost for this spell is equal to the number of words used in the message. After the bird delivers its message, it evaporates into motes of sparkling dust. The effective range for this spell is 100 miles for every point of POW possessed by the caster. The bird flies at a speed of 30.

The bird will unerringly find it's target, but if it is far away from the initial location, it may take several days to a month to get to it. The Magic Points invested in the spell do not regenerate until the bird has delivered its message. If the target is not on the same plane at the time of casting, the bird will appear to the caster one day after the spell is cast and say in a mournful voice "unfound."



PAIN DIVINE (4)**Range:** Self**Resisted:** No

When cast, this spell sets all of the nerve endings in the caster's body alight with eldritch energy. The sensation makes the sorcerer jumpy, jittery, and full of energy. While in combat, every time the sorcerer is injured (that is, a hit that isn't parried or dodged, and damage gets past armor,) he or she may immediately make an extra attack at the party responsible for the injury, as though he or she was riposting with a critical parry. Also, more than one extra attack may be made this way.

Note that this spell takes precedence over any actual ripostes, and the sorcerer can only make extra melee attacks (no missile weapons) at the party responsible for the injury. While under the effects of this spell, sorcerers find the sensation of the injury wonderfully exhilarating, and will often howl or laugh with glee when struck.

PHANTOM ILLNESS (5)**Range:** Sight**Resisted:** POW:POW

The target of the spell must be a person the caster knows very well, preferably someone they've had physical contact with. Match POW's on the resistance table. If the caster wins, the victim will immediately feel violently ill, with stomach cramps, nausea, diarrhea, sweats, and fever. These symptoms are generated by the spell, and are not actually harmful.

If the victim wins, the spell has no effect. The target feels momentarily flushed, but this passes. Duration is the caster's POW in days. Repeated castings can keep the target feeling ill indefinitely.

RAPTURING TOUCH (4)**Range:** Touch**Resisted:** MP:MP

For the spell's duration, each person touched by the caster must match his or her Magic Points with the caster's. If the caster wins, an intense feeling of joy, pleasure, and lust—smothers all other conscious thought—overwhelms the victim. This feeling of pleasure is more than purely sexual; it has spiritual components as well. Affected individuals are unable to act for 21 minus their POW in combat rounds. Each round, the victim is allowed an INTx3 roll to snap out of it.

After the spell is over, the victim must make a Luck Roll. If this roll fails, the victim has become addicted to the overwhelming feelings of pleasure the spell engenders, and will seek out the caster for a repeated casting. The caster is often more than willing to comply. Note that if the victim snaps out of the spell before it has run its course, there is no chance of addiction.

If the victim is unfortunate enough to fumble their Luck Roll, their mind had been overloaded by the pleasures of the spell, and the victim dies drooling and twitching with an expression of joy on their face.

RIGHTEOUS FURY (5)**Range:** Touch**Resisted:** No

The caster must possess a positive Light Allegiance score. This spell may only be cast when knowingly facing a follower of Shadow. Once cast, for the duration of the caster's POW in combat rounds, the target may continue to make attack rolls until they miss. The first such attack is on the character's normal DEX rank, the next on the next lowest rank, and so on until any miss result is rolled. The character may not Dodge or Parry.

At the end of the spell's duration, the character must pass a CONx5 check to remain conscious. This test must be made every

round until failed, or until the character falls asleep of their own will. This is an exhausting experience. Attack rolls made with this spell do not count for purposes of making experience checks with the weapon skills. If the follower of Shadow is slain, the caster may redirect his fury to another follower of Shadow nearby. If there are none, the spell ends.

Note also that the use of this spell precludes stealth. The target will spend the duration of the spell bellowing at the top of their lungs, slamming into obstructions that separate them from the enemy, and generally ruining any element of surprise.

RITE OF SUPERNAL FECUNDITY (10)

Range: Touch

Resisted: No

This lengthy rite takes 9 hours to cast, during which time the caster and the target must be present. The target may be the caster, another person, an animal, or a collection of seeds to be planted. At the end of the ritual, the caster spends the magic points and makes a Luck roll, with a +10% bonus for every person assisting in the rite. If this succeeds, he may lay his hands on the target. The next time the target has sex, or is planted, the recipient will always become pregnant, and the seeds will always grow into hardy, healthy plants. Any children sired by the target are considered blessed by the gods, and will be extra fertile. This blessing may have other effects at the Chronicler's discretion. Nobles and other self-important folks are known to pay handsomely to have this spell cast on them.

RUNE OF RIGHTEOUS REPOSE (1)

Range: Touch

Resisted: No

This rune can be inscribed either on a corpse, on a tombstone, column, or some other cemetery feature. Once inscribed, any

corpse within 9 feet of this rune cannot be brought back to life by any means, short of an invocation to the Lords of Light or Shadow. The rune is effective until it is defaced, whereupon it evaporates. Unless carved into the bone of a corpse, decaying skin makes this rune useless in 1D8 months. If carved into bone or a tombstone, the rune is effective until it is defaced or destroyed.

SPECTRAL OWNERSHIP (5)

Range: Touch

Resisted: POW:POW

By means of this spell, a sorcerer may touch a creature affected by Create Monster, Curse of Sorcery, Summon Elemental, Summon Demon, or Summon Spirit. Once cast, the caster may look through the eyes and control the movement of the creature for the spell's duration. This spell is similar to the Bird Vision and Rat Vision spells, but can only be cast on creatures the sorcerer has personally mutated or summoned.

SORCERER'S GRASP (10)

Range: Touch

Resisted: MP:MP

This spell allows the caster to give an addiction of his or her choice to the target. After casting, the caster must overcome the victim's MP with those of the victim on the resistance table.

If the caster wins, he can, for the spell's duration, mentally implant an addiction to any substance or action desired into the victim. The victim must then make an INTx3 roll to avoid engaging in the act. Make this roll every 5 combat rounds of the spell's duration. If the victim successfully resists, this spell cannot be cast on them again for a whole month.

If the victim falls to the spell, he or she has a chance of becoming addicted to the substance or act. For any addictive drugs, the roll needed to resist the addiction is the normal POT of the drug, matched against



he victim's CON. For normally non-addictive acts and substances, the POT for resisting the addiction is equal to one half the caster's POW, matched against the victim's.

SUMMON DROWNED DEAD (1D8)

Range: Self

Resisted: No

When this spell is declared, the player must roll 1D8. This is the number of magic points needed to power the spell. The points spent, and a Luck roll passed, 1D8 drowned sailors will arrive at the caster's location in 1D8 hours. Upon their arrival, they will serve the caster in any manner he wishes until the spell's duration expires, which is 1D8 hours after the arrival of the drowned sailors.

If the caster chooses, he may also spend a single point of POW for any number of the drowned sailors. These sailors will not depart at the end of the spell's duration, and will serve the caster faithfully until they are destroyed or dismissed.

The drowned sailors are awful to look at. Their bodies are bloated and water-logged. Small crabs still crawl along their bodies, picking off bits of flesh to eat. Their eyes are either missing, or glazed over and white. There is a 1% chance of an adventurer recognizing one of the drowned as a relative or former acquaintance.

Use the Revenant stats on p.195 of the *Magic World* rules, but drop DEX by half and give them 1D3 points of armor. The drowned take half damage from all non-magical attacks, and are far too wet and squelchy to burn, and are therefore immune to heat and fire damage.

TARIFF OF SORCERY (4)

Range: Self

Resisted: No

Causes the next spell cast at the target to cost twice as many magic points as usual. The sorcerer whose spell is so affected must be able to sacrifice the extra points or must

fall unconscious, and his/her spell has no effect. Duration is 1D3 hours, but once the spell has affected an incoming spell, it ends.

TRAVELLER'S AID (5)

Range: Self

Resisted: No

This simple ritual intonation takes one minute to chant. Once cast, for the next 24 hours, the caster may make a Luck roll whenever faced with an obstacle that would ordinarily slow her down. If the roll is passed, he or she "remembers" a shortcut or favorable winds, which allow passage the obstacle unimpeded. If other people are traveling with her (such as on a ship) this affects all passengers. If the Luck roll is failed, the obstacle will impede the progress as normal. In theory, this spell can be cast every night, maintaining a constant level of protection.

TRUTH OF LOVE (3)

Range: Sight and hearing, to a maximum of 100 yards

Resisted: MP:MP

Only those with allegiance to Light can learn or cast this spell. Matching MP:MP on the resistance table, the caster causes the target to express or realize that which is dearest to him or her: a person, animal, honor, decency, money, fighting, an allegiance, getting drunk, Light, Shadow, and so on. Once the person has expressed that love, he or she is unable to think of much else until Undo Magic or similar effects erase the compulsion, or until 3D3 days have passed. Adepts of Light are taught this spell.

UNNATURAL RETENTION (1)

Range: Touch

Resisted: MP:MP

While under the effects of this spell, no substance placed in the body of the target will age, be digested, or undergo any of the

normal processes associated with it. These substances are held in a sort of magical stasis, and, at any time, can be expelled from the body. Once expelled, they will behave normally.

If the target is unwilling, the caster must overcome his or her target's Magic Points on the Resistance Table.

The spell's duration is half the caster's POW in hours. At the end of the duration, all substances held in the body will begin to behave normally (that is, food will be digested, and so on.) Note that food consumed while under the effects of this spell will not be digested, and will therefore provide no nutrition for the eater. The victim will feel stuffed to the gills, but will soon begin to starve if the spell is cast over and over again.

WHIRLING SERENITY (4)

Range: Sight plus hearing; assume 100 yards maximum in open terrain

Resisted: MP:MP

The target must have at least INT 1. Resolve this spell on the Resistance Table, POW of the caster against the target's INT.

The spell cast, the caster sings a few lines of a song, or plays a few bars of music upon an instrument that can carry a melody. When the music begins, the target feels a compulsion to dance and, if succumbing to the spell, dances beautifully for ten combat rounds. The dance ended, he or she feels calm, refreshed, and of even temper. Anger, hatred, lust, disdain, and similar passions disappear for another ten combat rounds. At the end of that interval all the components and expressions of the original personality return.

This spell taps deep levels in perceptive targets, who remember a total joy of expression perfectly tempered by an absolute discipline of form and movement. Undo Magic can defeat it.





While Sorcerers learn magic by rote practice, magic is not about simple gestures, recitations, and burning incense. Magic is the fundamental essence of the universe, the essential forces which create, shape, and inform reality. True mages eschew memorization of tricks and poems; they attune themselves to these essential forces, exerting their own will to reshape creation to their needs. This is the essence of Deep Magic.

Deep Magic is compatible with the Sorcery rules in *Magic World*. It can be used in tandem with, or instead of those rules. Individual game groups should decide how they want to introduce this material into their games.

Deep Magic is of a purer, more radical form than that practiced by Sorcerers. Sorcerers must content themselves with the handful of spells and incantations which they have been fortunate enough to learn. Known as Mages, practitioners of Deep Magic study and control the essential forces of the universe. Learning and casting Deep Magic is a physically and mentally taxing process, but the rewards are great. Mages are not shackled to a few simple enchantments left over and then pieced back together; rather they have sought to understand the true essence of magic and have a far greater degree of control over their powers.

What follows is a description of the sorcerous knowledge learned by the Mages. Some is similar to that of the Sorcerer, but much is different. A Sorcerer may not understand the way of Deep Magic, but will recognize a few threads that are common with his own lineage.

THE SPHERES AND GLYPHS

The fundamental nature of Deep Magic, as learned by the Mages, revolves around two basic facts. Firstly, the recognition of the eight Spheres of Influence and secondly, the manipulation of these Spheres through knowledge of the eight Glyphs of Power. The Spheres and Glyphs are often arranged into an eight-pointed star; the diagram at the end of the chapter shows their relationship.

THE SPHERES OF INFLUENCE

EARTH: The first of the elements. This Sphere includes all minerals and metals—be they base or precious, solid or liquid.

FLORA: The spawn of earth. This Sphere includes all vegetation, from the lowliest fungi to the greatest of trees.

FAUNA: All beasts of subhuman intelligence, (*i.e.* fixed INT) including insects, fish, birds, and reptiles.

WATER: The second element, including all liquids composed mainly of water or which rely on it for their composition: lakes, rivers, streams, the sea, the rain, wine, milk, and dew.

SPIRIT: The Sphere of the senses: Sight, sound, taste, smell and hearing. This Sphere also governs the soul—the base from which all senses are judged to have emerged from—to summon forth the inhabitants of other planes.

FIRE: The third element. This Sphere governs all aspects of fire: smoke, heat, and

Deep Magic



To learn of the Flesh you must ask Madame Zavoni

flames. It also covers the associated elements of light and darkness.

FLESH: The Sphere of Man. This Sphere covers all aspects of human intelligence and physical being. Anything that directly affects the flesh and intelligence of sentient beings (*i.e.* normal INT) is the province of this Sphere.

AIR: The fourth element. Air governs the movement of the winds, the hurricanes and the tornadoes—elements which have the capability to soothe or to destroy.

THE GLYPHS OF POWER

INHIBITION: This enables the stopping and prevention of things.

DIMINUTION: The Diminution glyph effects the reduction of things in size, shape, mass and density.

SUMMONING: The glyph of Summoning allows the mind of a sorcerer to enter into the realms that are unseen and untouchable by

ordinary people—it allows the sorcerer to draw forth otherworldly entities.

CREATION: The Creation glyph governs the making of things from raw materials and, in some cases, the making of things where no raw materials are available.

DIRECTION: This glyph masters the movement and redirection of things, either up, down, side to side, or in any permutation possible within the limits of earthly physics.

ENHANCEMENT: The glyph of Enhancement is the opposite of Diminution and promotes the growth or acceleration of things.

DISMISSAL: The opposite glyph to Summoning. This power allows a sorcerer to dismiss from this world creatures that may have come from others.

TRANSMUTATION: The Transmutation glyph allows for the changing of one thing into another - be it water into ice or steam, or flesh into stone or metal. This is the glyph of ultimate Chaos and as such is the most difficult glyph to master.

THE TRAINING OF MAGES

Mages are not born; they are trained from an early age to understand and manipulate the Spheres and Glyphs until they have reached a certain degree of mastery.

A Mage must always have a minimum POW of 16. Training begins from the age of six and continues until the Mage is twenty-one years old. Mages study Deep Magic in monastic groups known as enclaves. The Mages in each enclave teach their acolytes the processes of thought and emotion necessary to manipulate the spheres and glyphs. At the age of 15, the trainee mage selects one sphere and one glyph in which to specialize and then devotes the next five years to mastering each, learning how to make the two interact, and studying how that interaction might be improved and enhanced. Finally, at the age of twenty-one, the acolyte makes a choice: either to remain with his master and to renounce the outside world in favor of becoming an Aesthete—a life devoted to the study of Deep Magic, in which case the Mage may never again leave the confines of the enclave unless ordered to do so by the elders of the order. Or the acolyte can choose to leave and spend his life wandering the world, bringing the influence of Deep Magic to those who are ignorant of it in which case the mage may never again return to the enclave.

Most acolytes of the enclaves choose the former option, preferring to remain within the order, and devote their life to the sensations of Deep Magic. But a few decline and leave the enclave to wander the world and devote their lives to different modes of study. It is common for these itinerant Mages to fall foul of excesses such as lust and wine, or to become maddened by the extent of their powers, which cannot be readily cultivated outside the insular confines of the enclave. An itinerant mage often has a hard time making his way in life, being constantly feared and ridiculed, unable to form ties of family or friendship. Many die alone and unloved, others succumb to madness and fall foul of their own powers. But a few, the careful and the cunning—survive, and it



A Mage enters a trance to affect the Spheres

is they that manage to carve for themselves some kind of influence on the great scheme of things.

THE CASTING OF DEEP MAGIC

To cast Deep Magic, a Mage lapses into a semi-trance, concentrating his or her conscious mind on the Sphere he wants to affect, while allowing his subconscious to concentrate on the Glyph that will be used to manipulate it. Once the appropriate Magic Points have been expended, the arcane powers inherent in the nature of the Glyph exert a psychic force on the subject of the Sphere, hopefully creating the desired effect.

Unlike Sorcerers, Mages are unburdened by having to learn individual spells and keep dusty grimoires full of esoteric writings. Spells are really only pre-written examples of how a Sphere and a Glyph interact; they are easy to learn and are not costly in terms of the energy needed to make them work. Deep Magic is wilder and more potent stuff. The Mage decides what effect he or she wants and then manipulates the appropriate Sphere with the appropriate Glyph to achieve it. The overall

Deep Magic

cost in terms of psychic energy is far greater, but the effects are unique and more akin to the wishes of the caster.

Each Mage chooses one Sphere and one Glyph in which they will specialize. The working of magic involving these two elements is relatively simple and the cost in Magic Points is low. If a Mage wishes to work magic using either a Sphere or a Glyph that he or she has not specialized in studying, the effort is much greater and the cost in Magic Points far dearer—although again, the effect is far more likely to be what the mage desires.

How much a spell costs depends on the location of the needed sphere and glyph on their respective wheels, in relation to that which the Mage specialized in. For each place either clockwise or counterclockwise on each wheel (whichever is closer) from the point at which the mage specializes, the spell costs 1 Magic point. The mage also includes in this calculation the point of specialization, which itself costs 1 Magic Point. Thus, every spell costs at least 2 Magic Points to cast.

Example: Curumir Shadowcloak specialized in the Sphere of Fire and the Glyph of Direction. He wants to cast a spell that will create a small spring of water from which he might drink. To do this, he needs to manipulate the Sphere of Water (2 places counterclockwise on the Wheel of Spheres from his specialization of fire: 2MP+1MP=3MP) and the Glyph of Creation (1 place counterclockwise from Direction on the Wheel of Glyphs: 1MP+1MP=2MP). Thus, to be successful he needs to expend 5 Magic points.

If a mage is working with the Sphere and Glyph in which he has specialized, the cost of the spell is 2 Magic Points—1 each for the Sphere and Glyph being manipulated. So, in the above example, had Curumir specialized in Water and Creation, his spell would cost 2 magic points instead of 5.

Spells that involve a Sphere and/or Glyph in which a sorcerer is NOT specialized are not guaranteed of absolute success. Before casting the spell, the sorcerer must make a Luck roll. The Luck roll is based on

the mage's POW, less the number of Magic Points needed to cast the spell, and multiplied by 5. This roll is not needed if the magic involves both the Sphere and the Glyph in which he or she specializes. If the Luck roll fails, then the spell does not work—however, the Magic Points necessary to cast it are not lost either.

Example: To create his spring of water, Curumir must expend 5 Magic points and roll less than his POW of 18, minus the 5 points, multiplied by 5 or: $(18-5)=13 \times 5=65\%$. Curumir's player rolls a D100 and the result is 24; Curumir's stream bubbles from the red dust of the desert and Curumir is saved from dying of thirst. Had Curumir specialized in Water and Creation, he would not have needed to make the Luck roll, although he would have still needed to expend the necessary Magic points.

LIMITS TO MAGIC

Although Mages are able to duplicate many of the effects described in the spells listed in the *Magic World* rules—and many that are not—there are limitations to what they can affect, how long the effect lasts, and what can be achieved overall.

DURATION OF MAGIC: A spell lasts for a number of rounds equal to the current POW of the caster. It requires no further Magic Points to sustain its effect and can be dispelled at any point by the caster with no further expenditure of Magic Points.

RESISTANCE ROLLS: If a spell is directed at a living creature that is reluctant to receive the effects of the spell—be it man, animal or demon—a resistance roll is needed, matching the mage's current Magic Point total against that of the target. Failure of the Resistance Roll for the mage means that the spell has been rejected by the target and the Magic Points needed to cast the spell are lost. This only applies to spells that cause a direct effect upon the target; if a spell has been cast upon a weapon to enhance its damage, a resistance roll is not needed.

PREPARATION: A spell takes a number of rounds to prepare equal to half the Magic Points (round fractions up) needed to cast it, and one round to actually cast. If a mage is disturbed during the preparation phase of the spell, the concentration is lost and the Magic Points are expended without effect.

NUMBER OF TARGETS: As with Sorcery spells, a spell can only be directed at one target. However once a spell has been prepared, it takes only 1 combat round to cast it, meaning that the same spell can be cast at different targets in subsequent combat rounds.

MAXIMUM ATTACK DAMAGE: The Enhancement Glyph can be used to increase the damage of a weapon; however, it cannot raise the weapon's damage to more than the maximum allowable for that weapon. But, unlike the Sorcerer's (Specialty) spells of sorcerers, enhancing a weapon's damage always increases a weapon to its maximum damage, regardless of how many Magic Points are needed to cast the spell.

THE SOULS OF THE MAGES

Magic costs energy and this taxes the soul. It is thus the habit of many mages to hide their souls in the body of a familiar. The practice is widespread among all itinerant mages for a number of very good reasons.

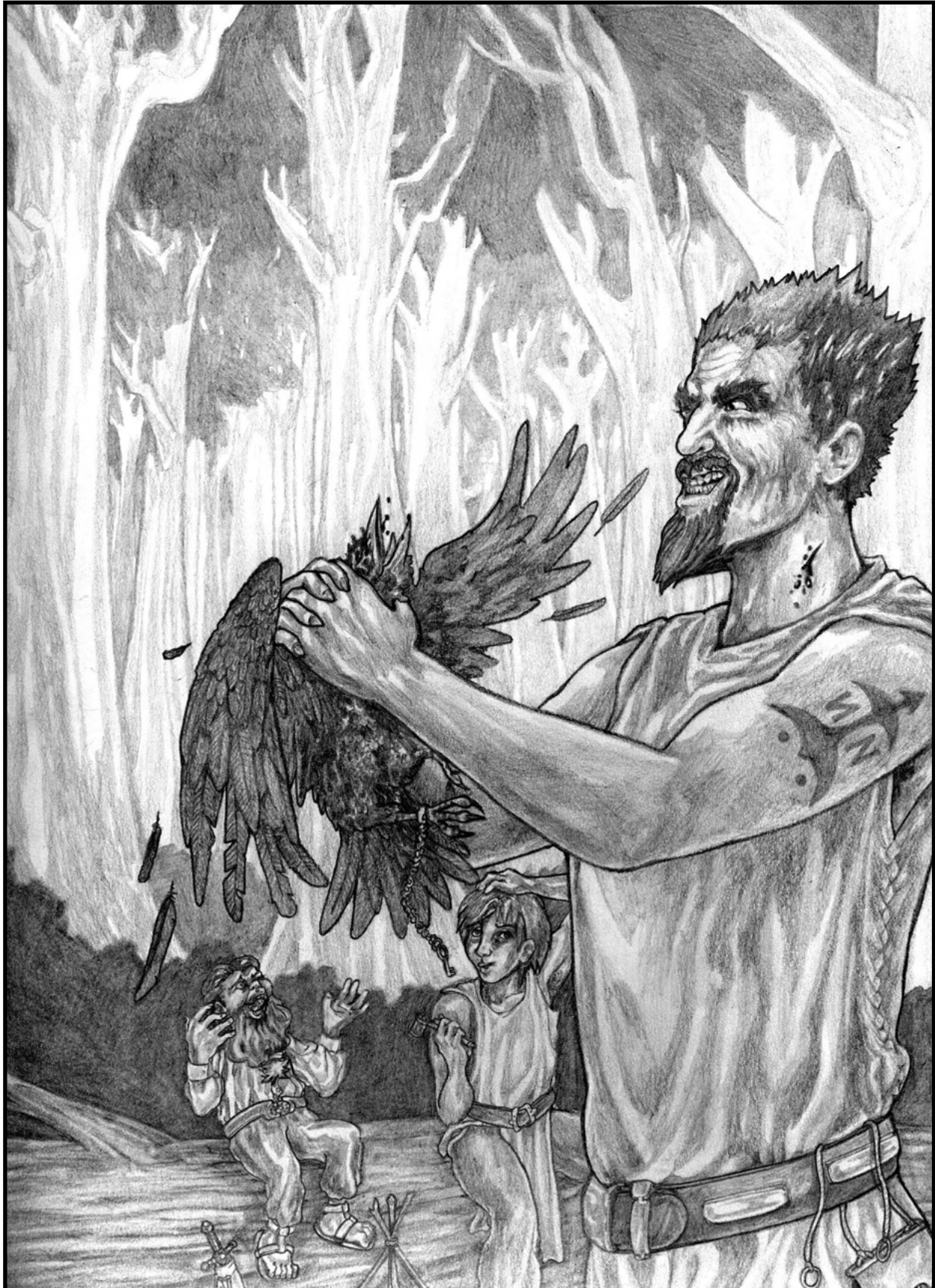
First of all, a Mage cannot be killed unless his soul is slain. If the soul is resident in the mage's body, then the mage dies when his hit points fall below -2. If his soul is hidden, the mage cannot die unless the body of the soul's hiding place is reduced to -2. A mage with a hidden soul whose hit points are reduced to the point where death would normally occur does not automatically die. Instead he takes possession of the body of the creature which holds the soul, retaining his full INT and POW characteristics, but taking on the physical aspects of the host body.

Example: Curumir is stabbed during the course of a drunken brawl. The blow is enough to kill him, reducing his hit points to -3. However, since his soul resides in the

body of his trusted raven, Curumir does not die. His awareness, memories, and experiences flee to the body of the raven, meaning that—for the time being—Curumir has the STR, CON, SIZ, DEX, and APP of a small black bird, but the INT, POW, skills and abilities of a 40 year-old itinerant mage. Since ravens cannot vocalize or use many of the skills common to humans, Curumir is temporarily unable to resume his human body and must content himself with his new body.

If a Mage's body is slain, it cannot be re-inhabited. The Mage must try to find a new host body to accommodate his displaced soul. Taking possession of a new body requires a complex magical ritual, displacing the soul of the existing host and then transferring the mage's soul into it. This requires the mage to enter into a POW struggle with the owner of the host body. It also requires the Mage to exchange blood with the owner of the desired body—a task that is easier said than done. This can be accomplished by biting the host or causing a wound where blood is mixed. Once this is done, the POW struggle can then take place. If the Mage wins the POW struggle, the soul of the host body is swapped with the Mage's. If the Mage loses the POW struggle, then he is unable to enter the desired body and must seek another suitable target.

Example: Curumir, in his avian form, decides to occupy the body of the man who killed him in the duel. The next night, after preparing the ritual, the raven soars over to the swordsman, who is still laughing at the sorcerer's fate, and sinks its beak into the warrior's neck, allowing blood from its own mouth to mingle with the blood of the swordsman. Curumir then matches his POW of 18 against the swordsman, who has a POW of 10. The dice roll results in 04—success for Curumir! The soul of the swordsman is transferred to the body of the raven, while Curumir takes on the physical characteristics of the burly assassin. Curumir laughs heartily and promptly smothered the raven (killing the swordsman



Curumir exacts vengeance on the bandit.



in the process); he then turns his attention to the swordsman's drunken companions who had laughed while he was so rudely stabbed and begins to prepare a spell that will turn their bodies to lifeless stone...

A mage who wishes to hide his or her soul in a new creature must use a specific spell to accomplish the task. The spell allows the sorcerer to continue to live without his soul being physically present, and to mentally remain in touch with the familiar. The spell for hiding the soul involves the Sphere of Fauna and the Glyph of Transmutation. Regardless of whether or not the mage is specialized in either Sphere of Glyph, the spell always costs 15 Magic Points, takes a day to prepare, and requires a resistance roll of POW vs. POW to accomplish. A Luck roll is not required. If the spell fails, then the mage can attempt the soul transfer again once the Magic Points have been regenerated.

OTHER POWERS

Mages with hidden souls gain a number of benefits, which are outlined below.

AUXILIARY MAGIC POINTS: As well as being able to use his own Magic Points to cast spells, a mage can use the Magic Points of their familiar. To do so, the mage must be conscious—meaning that he must have at least 1MP of his own—and his familiar must also be within a number of miles equal to the sorcerer's INT. If the requirements are fulfilled, then the mage can use the Magic Points of the familiar to complement his own reserves.

Example: Curumir's soul is hidden in the body of a viper that keeps itself curled around Curumir's neck. Curumir wants to cast a spell requiring 8 Magic points. Since he currently only has 5 Magic points of his own, he can use the Magic points of the snake to supplement the spell. The snake has 8 MP. Curumir must use 3 of his own Magic points and 5 of the snake's, ensuring that his spell succeeds and that he does not lose consciousness in the process.

EMPATHIC COMMUNION: mages and their familiars maintain an empathic link when their souls are tied. A mage knows what his familiar is feeling and vice versa. It is also possible for the mage to temporarily use the eyes, ears, and senses of his familiar in much the same way as how the Rat Vision and Bird's Vision spells work. It costs the mage 1 Magic Point for every mile (or fraction thereof) of distance between him and his familiar to maintain the link, although the link itself lasts for a number of rounds equal to the mage's POW.

Example: An assassin breaks into Curumir's home while he's away on business. In the course of doing so, the assassin disturbs Curumir's snake, which naturally is extremely angry at the intrusion. Curumir is immediately aware of the snake's anger by virtue of their empathetic link and knows something is wrong. He decides to see through the snake's eyes exactly what the trouble is. It costs Curumir 3 Magic Points since he is three miles from his home but by doing so, he can see the assassin setting a trap for him. Curumir grins and continues to finish his business. He can prepare a very nasty spell for the assassin in the hour or so it will take him to get home...

INCREASING MAGICAL STRENGTH

Initially a mage is trained in only one Sphere and one Glyph. But, as his or her expertise with magic grows, so will his or her INT and POW and so will the ease with which spells can be cast. For every eight points of INT, a mage can specialize in one Sphere or one Glyph. Thus, a mage with an INT of 16—the minimum for magical knowledge—will be trained in one Sphere and one Glyph. However, a mage with an INT of 24 may then specialize in either two Spheres and one Glyph, or one sphere and two Glyphs; at INT 32, two Spheres and two Glyphs, or one Sphere and three Glyphs etc. The effect of this is that the ease of casting spells and cost in Magic Points is reduced: it costs only two MP to cast a spell using Spheres and Glyphs one is specialized in, and obviously

the wider the degree of specialization, the faster and less strenuous spell casting becomes.

Increasing POW raises the available magic points and the range of effect of a spell. For every four points of POW a mage has, the strength or potency of a spell increases by one point. Mages with a high POW characteristic cast stronger, longer-lasting spells than less experienced mages, and naturally have access to summoning elementals, demons and supernatural allies. A Mage with a high INT and POW is a force to be reckoned with.

MULTIPLE EFFECT SPELLS

Mages who have a specialization in more than one Sphere and one Glyph can combine the effects of multiple spheres and/or Glyphs in the same spell. To illustrate, Elamír of the Shroud has an INT of 24 and specializes in the Sphere of Flesh and the Glyphs of Creation and Enhancement. Elamír can, if he so wishes, cast spells that affect the flesh Sphere, but include in their matrix influences from both the creation and enhancement Glyphs.

For example, Elamír is able to cast a spell that allows him to create a pair of wings (Creation Glyph) and also to enhance his eyesight to that of an eagle, all in the same spell. Because he is specialized in all three areas, the cost is 3 MP with the spell lasting for a number rounds equal to his POW of 19.

Chroniclers must use their own judgment to decide whether combinations will be compatible when suggested by sorcerer adventurers. Some examples of multiple-effect spells are given in the description of Curumir's spells later in this section.

DEEP MAGIC SPOT RULES

All the spot rules in the *Magic World* magic system apply, but there are some eventualities that these do not cover; the following spot rules should help Chroniclers who are unsure how to deal with certain situations that might arise.

Deep Magic

RULE OF FOUR TO ONE

Some spells are given a strength; healing for example, and the strength of the spell is governed by the Rule of Four to One. For every four points of POW a mage has, 1 point of spell strength is gained. Any excess POW points do not contribute to the spell's strength.

AREAS OF EFFECT

A mage is limited in how much he can affect, create, destroy or manipulate etc. Chroniclers should judge specifics, but essentially a mage can affect no more than their POW x 10: pints of liquid, pounds of solid mass, feet in radius. Thus a mage with a POW of 19 could create 190 pints of water, destroy 190 pounds of rock, cast a spell that affects a thing within 190 feet from where the mage stands.

ARMOR

The Sorcerer's Armor spell allows mages to provide themselves with magical armor protection of between 1 and 4 points. Mages can do the same thing using the Flesh Sphere and Enhancement Glyph. By manipulating the flesh of a living creature and enhancing its protective abilities, a mage can endow it with 1 point of armor for each 4 points of POW he has, the Rule of Four to One applying.

CREATING

A Mage is at liberty to try to create whatever they want—which means that it is feasible to make oneself amazingly wealthy by creating say, a small mountain of gold. In circumstances such as this, the creation only works if there is a small amount of what the mage is trying to create in the natural environment. For example, a large slab of precious metal could not be created in an area where it does not exist; a raging bonfire could not be created underwater etc. Also, Chroniclers may call for heavily modified Luck rolls to see if the spell is successful or not—or even



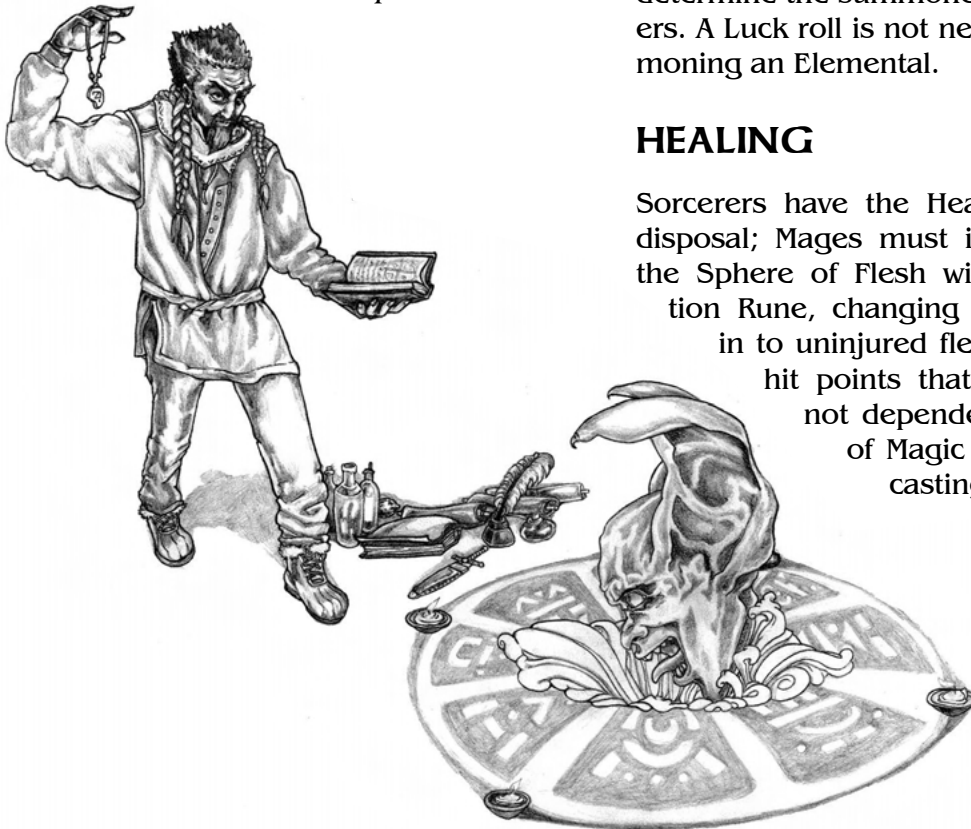
rule that the creation the mage wants to accomplish is impossible.

DEMONS

Summoning Demons is no different for mages than for normal sorcerers (see page 32 in this volume). The rituals are the same, Magic Point cost is the same etc. However, the Summoning Glyph can be used to summon a creature that is predefined from another plane—such as the Chonchon. In doing so the cost in Magic Points is supplemented by a number of Magic Points equal to the creature's average POW characteristic. A Luck roll is also needed for success.

Example: Curumir wishes to leave an unpleasant surprise for his enemies by summoning forth a Chonchon. To do so requires the use of the Spirit Glyph (to achieve the correct mental state) manipulated by the Summoning Rune (to reach the spirit realm of the Chonchon and call one forth): this will cost Curumir 4 points+the Chonchon's

Curumir calls upon a Chonchon



average magic points of 17, which equals 21 Magic Points. He also needs to make a Luck roll to see if the Chonchon will actually heed his call.

If the spell is successful and the creature is summoned, controlling it requires the mage to defeat the creature in a POW (or Magic Point in the case of incomplete creatures without POW like a Chonchon) struggle. If successful the mage may command the creature for a number of rounds equal to his or her current POW. This does not apply to demons since they have their own rituals for summoning, control and binding (see page 32).

ELEMENTALS

These are summoned in the same way as detailed under Summoning (see page 32), except that the mage does not need to know the appropriate gateway spell; instead, he must expend the Magic Points necessary to manipulate the appropriate elemental Sphere with the Summoning Glyph: this is in addition to the Magic Points needed to determine the summoned elemental's powers. A Luck roll is not necessary when summoning an Elemental.

HEALING

Sorcerers have the Healing spell at their disposal; Mages must instead manipulate the Sphere of Flesh with the Transmutation Rune, changing injured flesh back in to uninjured flesh. The number of hit points that can be healed is not dependent on the number of Magic Points used in the casting of the spell; rath-

Curumir's Specialty Spell Book

The following section describes some spell effects used by Curumir. These are included to show some examples of multiple effect spells and other types of spell not described in the section dealing with spells from the *Magic World* rules.

THE BANISHING—Sphere: Spirit, Glyphs: Direction and Diminution. This multiple-effect spell is used to cause an area of fear, into which another human cannot readily tread. The caster can affect an area equal in cubic feet to his POW x 10, lasting for a number of rounds equal to the caster's POW. The spell works by attacking the courage of the opponent when the boundary of the affected area is crossed (the Diminution Glyph), and then the Direction rune forces the invader to retreat. The invader is allowed an MP:MP resistance roll against the MP of the caster to try to beat the spell—if successful, he may cross into the affected area without suffering any ill effects. If the resistance roll fails, the invader is gripped by an uncontrollable fear and flees immediately, not stopping in flight until he or she is well away from the area where the Banishing has been cast.

BLIND FIRE—Sphere: Fire, Glyph: Enhancement. This spell creates a blinding flash of light that dazzles anyone caught in its area of effect. The caster can influence an area equal to his or her POW x 10 in cubic yards, with all but the caster being temporarily blinded for a number of rounds equal to the caster's POW. The spell works even in areas of total darkness, except magical darkness caused by, for instance, the Midnight spell.

GLASS EYES—Sphere: Flesh, Flora or Earth. Glyph: Dismissal. By casting Glass Eyes on a substance or person, the affected body becomes transparent, allowing the caster to see what is inside. For instance, if cast on a human or other organic tissue, the internal organs are revealed to the caster; if cast on, say, a wooden box or casket, using the Flora sphere, the caster can see what it holds inside. If cast on a wall, using the Earth Glyph, what lies beyond becomes visible.

GRAVE ROBBER—Sphere: Flesh, Glyphs: Summoning and Enhancement. This spell allows the caster to grant limited life to a recently-killed subject. The target must have died within a number of rounds equal to the caster's POW and is brought back to life for an equal number of rounds. The subject is allowed a resistance roll of MP:MP to resist the call from Limbo. Once restored to life, the subject must answer the questions posed to it by the caster although it does not need to answer directly. Answers can be in the form of a riddle, a poem or even in a completely different language (if known before death). Only one question can be asked and this spell can only be cast once on a subject, subsequent attempts failing immediately.

SCRY THE PAST—Sphere: Spirit. Glyphs: Transformation and Direction. This spell allows the caster's spirit to travel backwards in time and to observe what has happened in the recent past in the particular location occupied by the caster. The caster can go backwards a number of minutes in time equal to his or her POW, but can remain there only for a similar number. The caster is unable to affect any of the bygone events, being nothing but a spiritual observer.

SHADOW-CLOAK—Spheres: Flesh and Fire. Glyph: Transformation. Curumir's signature spell, this spell transforms the subject into a shadow for a number of rounds equal to the caster's POW. While in this shadowy state, the subject can slip between narrow gaps, slide up walls and mimic a real shadow in almost every respect. The recipient cannot be harmed by normal weapons although magical attacks have the usual effect. The subject cannot lift any form of weight, although the senses of sight and hearing remain intact. If the subject enters an area of total darkness, magical or otherwise, the spell is automatically broken and he or she resumes normal human form.

er it is dependent on the POW of the Mage, the Rule of Four to One applying. Mages can also prevent the spread of disease or the effects of poison by using the Sphere of Flesh in conjunction with the Glyph of Inhibition. A healing spell can then be used to cure the actual damage that the disease or poison has caused.

MEMORY

Knowledge of a Sphere or a Glyph costs 8 points of free INT. It is therefore possible for mages with high INT statistics to be able to specialize in more than one Sphere or Glyph (see Increasing Magical Strength, on page 26). If a mage's INT falls below 16, then all magical abilities are lost: the mage no longer has the mental capacity to manipulate a Sphere with a Glyph. If the INT score is raised back to 16 or higher, then magical abilities are restored.

RANGE

Deep magic does not normally require physical touch to accomplish its effect. In some cases, such as the enchanting of weapons or the healing of damage, the mage should be in close proximity to the subject, but does not have to 'lay on hands' to make the magic work. However a mage cannot cast magic outside of a radius greater than their POW x 10 in feet. Chroniclers are also at liberty to declare when certain magical effects must be achieved at much shorter ranges, such as within a few feet or even touching.

SAMPLE MAGICAL EFFECTS

This section shows how certain effects can be achieved using the Sorcery spells from the *Magic World* magic rules as an example, and some of Curumir's own spell permutations as a contrast. Not all Sorcery spells are described, since many are variants on the same theme and it is possible to make the appropriate substitution of Spheres and Glyphs to achieve the desired effect.

BONDS UNBREAKABLE—Sphere: Flesh. Glyph: Inhibition. By manipulating the Flesh sphere with the Inhibition glyph, the mage creates tendrils of magical energy that bind and clasp whatever the spell has been cast upon. Like the *Magic World* spell, a POW vs. POW roll is needed to break the effect. If another mage is affected, he or she can try to undo the spell with the equivalent of Undo Magic.

BOUNTY OF THE SEA—Sphere: Water. Glyph: Summoning. To simulate this spell, the mage needs to summon water using the summoning glyph. However the amount of water that appears every round for the spell's duration is equal in gallons to the caster's POW characteristic; thus a mage with a POW of 17, allowing the spell to last for 17 rounds, could summon 289 gallons of water.

BRAZIER OF POWER—Sphere: Spirit. Glyph: Creation. Mages can draw POW from their familiar, if they have one, but can alternatively attempt to stockpile POW for use in larger summonings, by casting an equivalent of the Brazier of Power spell. The mage needs to choose a focus in which to store the POW—it need not be a brazier—sacrificing the Magic Points needed to manipulate Spirit and Creation, and one point of POW to attune the focus. Once attuned, the focus accepts and stores Magic Points up to the maximum of the mage's POW and this store can be used just as the spell in the *Magic World* rules.

BREATH OF LIFE—Sphere: Air, Glyph: Creation. By manipulating air with creation, the mage can create a small pocket of air for use in whatever medium he or she is submerged. The air pocket lasts for a number of rounds equal to the sorcerer's POW.

FURY—Sphere: Spirit, Glyph: Enhancement. The caster enrages the spirit of the target into wanting to fight unceasingly until the spell is either dismissed or comes to the end of its duration. A MP:MP resistance roll is necessary if the target is unwilling to accept the spell's effect. The effect is the same as described in the *Magic World* rules.

GIFT OF THE EARTH—Sphere: Earth, Glyph: Summoning. Similar to Bounty of the Sea, save for the summoning of earth, dust and rubble instead of water.

LIKEN SHAPE—Sphere: Flesh, Glyph: Transmutation. To take on the semblance of another creature, the caster manipulates the body of the target. The caster cannot increase or decrease in SIZ and the spell is negated if the caster is touched by a true example of the same species.

MAKE FAST—Sphere: Earth or Flora, depending on substance, Glyph: Direction. The direction rune causes the substances to flow together at subatomic levels, creating an indissoluble bond.

MAKE WHOLE—Sphere: Element appropriate to thing being mended, Glyph: Creation. This spell recreates the bonds between the two parts of whatever has been broken. The spell does not work on organic tissue, although wood and other vegetable fibres can be affected.

MIDNIGHT—Sphere: Fire, Glyph: Dismissal. The sphere of fire controls the element of light and by dismissing light, absolute darkness is the result.

MOONRISE—Sphere: Fire, Glyph: Creation. The opposite of Midnight; by manipulating the sphere of fire, a cool ball of light can be created to provide limited illumination.

MUDDLE—Sphere: Spirit, Glyph: Inhibition. The inhibition glyph prevents rational thought from taking place, resulting in a disorientation of the target, as described in the *Magic World* rules.

POX—Sphere: Spirit, Glyph: Dismissal. The caster attempts to dismiss an opponent's Magic Points by attacking the spirit. With a successful MP:MP roll on the resistance table, the target loses 1D6 MP, which regenerate in the normal way.

SORCERER'S SOUL—Sphere: Spirit. Glyph: Enhancement. POW is increased by the rule of Four to One. Magic Points are not affect-

ed, although the benefits described in the *Magic World* rules remain.

SORCERER'S SPEED—Sphere: Flesh, Glyph: Enhancement. The movement of the caster is increased by the rule of Four to One. The spell can be cast on a different species although Dexterity is unaffected.

UNDO MAGIC—Sphere: Spirit, Glyph: Dismissal. Undo Magic works differently to the sorcery spell of the same name. When cast, the Undo spell has a strength determined by the rule of Four to One. Undo Magic can be directed against spells that have a strength based on the POW of the caster, with each point of the Undo Magic's potency reducing the strength of the target spell by one point. Undo Magic can be countered by the Refutation spell described above.

WARP—Sphere: Flesh. Glyph: Transmutation. The mage warps the flesh of the victim and endows it with a demon ability selected from the rules. The target must be willing and make the appropriate sacrifice as explained in the *Magic World* rules.

WITCH SIGHT—Sphere: Spirit. Glyph: Direction. By sensing the direction of a target's soul, its relative POW score can be roughly determined as described in the *Magic World* rules. The range for this spell is a number of yards equal to the sorcerer's POW x10, making it a much more potent variant than its sorcerous cousin.

GENERAL NOTES ON DEEP MAGIC

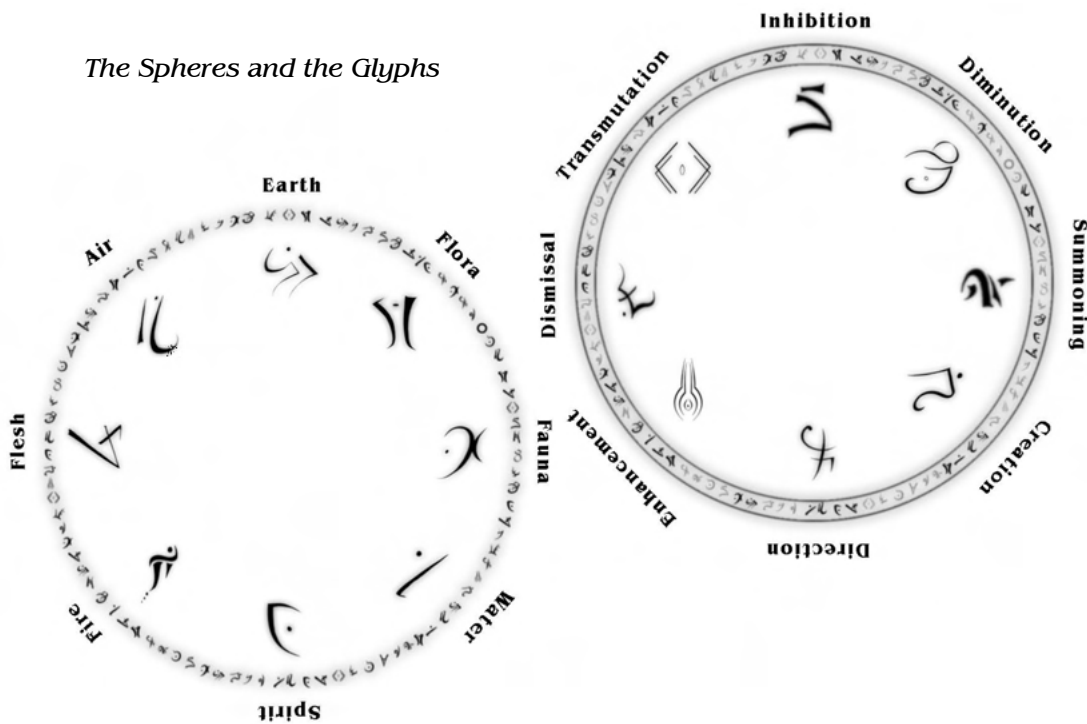
The magic system described here allows adventurers that are trained in Deep Magic a great deal of freedom in what effects they achieve and how the magic they cast manifests itself; but it is the Chronicler that is the final arbiter in all cases, and some judgment on the part of both players and Chroniclers should be exercised. If a player wants to try to cast a spell that is obviously beyond the capabilities of his adventurer, then the Chronicler is quite at liberty to disallow it. Similarly, Chroniclers should allow players to try to use their imaginations when magic

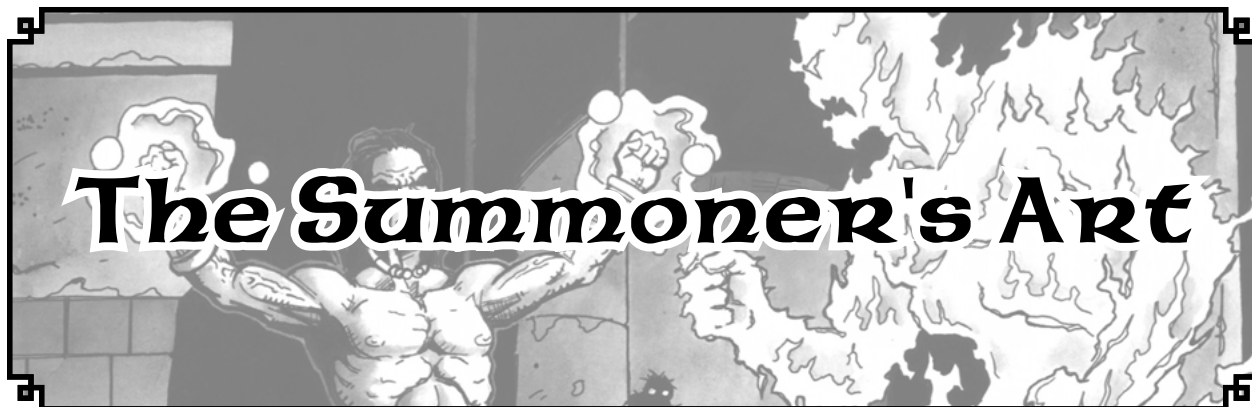
is being employed by their characters, and if the magic being proposed is imaginative and in keeping with the flavor of the game, then there is no reason why it should not be allowed.

Since the magic system does not rely on fixed spell descriptions, it is more conducive to being role played rather than simply being read from a rule book. The aim of Deep Magic is to reflect the ever changing nature of magic and its infinite ability to mould and affect the world around it. However it does have its limits, and it is up to Chroniclers to set these limits in a context appropriate to the game. Before casting a spell, consider the following:

- What effect is desired?
- Which Sphere/Glyph are most likely to be involved?
- How many Magic Points will the spell cost?
- How easy is it to cast?
- What parameters are imposed by amount of POW and natural conditions?
- How long will the spell take to cast?

The Spheres and the Glyphs





A summoning is a magical way to fetch an entity from another plane. After the sorcerer mentally describes the thing sought, the spell sifts through the realms of magic to retrieve the best fit possible for the magic points that have been sacrificed (Note: this is an alternate version of the Summoning rules in *Magic World*).

The summoning of elementals and demons is arduous, dangerous, lengthy, and very uncertain, done perhaps only in times of dire need. Ordinary sorcerers content themselves with entities from the Demon Worlds, and with elementals from this one.

The demon worlds are relatively easy to reach by magic. Knowledge of summoning passes from generation to generation like a malady.

Still, the entities that can be summoned are so useful that their possibilities tempt even men and women who despise evil. Most summonings should be played out, not simply represented by a series of passionless dice rolls. The process of summoning demons, or at least of getting powerful demons, is impressive and dangerous. Some of the personalities of the things summoned need to have depth and a distinguishing intelligence.

Note that by demon we refer to a natural—though amoral—resident of another universe, not necessarily an infernal power of Earth.

HOW DO I?

SUMMON A DEMON?

First, you should prepare a magical circle or some sort of specially-defined area on the ground (an octagon, pentacle, etc.) in which you will contain the demon to be summoned. Some demons require special items or preparations in order to be summoned. Knowing the spell gives you access to this knowledge, but the Chronicler may require a successful Knowledge (Occult) or a Research roll to discover the particular needs the demon may have. These are determined by the Chronicler, and may involve some expensive or hard-to-find items, depending on the setting. Different demons require different costs of POW and/or power points to deal with and to bind—this varies by the type and strength of the demon.

Once these preparations are in place, you can cast the Summon Demon spell, mentally describing the demon you want as you do so. The demon will appear within the next 1D8 hours (the Chronicler rolls). Summoning a powerful demon takes the sacrifice of many power points, more than most individuals have available, so you may require additional power points from other sources, such as the Chain of Being or Brazier of Power spells. Additionally, your POW can be increased through several different methods, usually from successful characteristic rolls. If you don't have enough power points available to "pay" for the demon, it disappears without aiding you.

Your character loses the time and power points whether or not a demon arrives. When the demon arrives, you can negotiate with it for one service, or try to bind it to you so that it is always available.

If you bind the demon to your will, it can appear in its true form. This is not recommended in some settings, but in other settings it may be useful to have a ferocious looking demon on hand at your beck and call.

You can bind the demon within a piece of jewelry, a weapon, etc. This tucks the demon neatly out of sight. However, an object-bound demon does not have full char-

acteristics, which can be as advantageous as it is a disadvantage. The most significant reason to bind a demon into a personal item is that when your character uses the demon, it appears as if you character is the one with the power.

Your character can also tell the demon to return to its own home plane (you can whisper its true name to compel obedience). Then your character can call it when you want it, and it is compelled to obey and return to do your character's bidding. Returning to the same plane as your character takes the demon one combat round.

Demon Summoning Fumble Table

On a Luck Roll result of 99-00, the summoning fails in some sense. Even if the desired demon appears, something else bad happens. Magic and POW points sacrificed in the summoning always are lost. Chroniclers should create alternate or additional events as they please.

D100 roll	Event
01-05	Violent explosion deafens those nearby for 1D10 hours, and creates a powerful stench.
06	Demon appears as desired, but performs the opposite to each given command.
07-29	Demon appears, but it is not bound by the mystical designs. It immediately attacks the summoner.
30-41	The interior of the summoning circle is replaced permanently by a well filled with stars; no air escapes, but things thrown down this well fall forever, and occasionally horrible things appear up out of it.
42-55	A random lesser demon appears outside the summoning circle; it attacks until it has killed or captured someone, then returns to its home plane.
56-70	Summoner disappears, drawn to a random land in your setting, and from where he or she must get home alone. Chronicler chooses where.
71-80	Physical Corruption: one of the summoner's limbs is replaced with one from another mammal, a gigantic insect, an arthropod, etc. Lose 1D10 APP as well.
81-87	Astral corruption: summoner's player must move 1D6 points from POW to one other summoner characteristic.
88-93	Mental corruption: summoner's player must move 1D6 points from INT to one other summoner characteristic.
94-95	Demon appears normally and behaves as expected, except that it occupies five places in memory (not one), cannot die at the summoner's behest, and cannot be dismissed.
96-97	Summoner and bystanders disappear, all drawn to the Land of the Dead, or as the Chronicler chooses.
98	A random Greater Demon with maximum characteristic points appears.
99	Summoner turns inside out. All skills fall to base chance. His or her disgusting body continues to function normally, though it terrifies onlookers. APP is zero
00	Roll twice on this table, and apply both results.

When it returns, it will appear to erupt out of the item you have chosen (this could be a ring, a staff, weapon, etc.) and will be ready for your character to command.

A lesser and a greater demon might have the same skills and abilities, but only a greater demon can have skills and abilities that exceed 100 percent. Only the Chronicler can admit a new skill or ability to the game.

SUMMON AN ELEMENTAL?

You need the Summon Elemental spell, and you also need to know the "pathway" spell for the sort of elemental you want to appear. For example, your character needs to know Gift of the Earth to summon an earth elemental.

Your character does not need to cast Gift of the Earth to summon the elemental, though. After the Summon Elemental spell has been cast, the elemental arrives 1D6 combat rounds later, ready to carry out a single task you require from it. Generally, elementals are much more pleasant than demons, and not nearly as tricky and hostile. You can bind an elemental, though this may incur the wrath of any other elemental spirits.

SUMMONING DEMONS

The sorcerer must know the spell Summon Demon (see *Magic World*, p. 125) to bring a demon to this plane. Every demon must be summoned, or else its control re-bounds to the new owner.

Summonings are essentially alike, but particular breeds or individuals may require special ingredients, procedures, or knowledge. Summonings take many magic points, more than most adventurers have. Certain spells, such as Chain of Being and Brazier of Power, offer ways to accumulate magic points in excess of POW. Ways also exist to increase POW.

ATTITUDE

Every demon resents being summoned. You would too, if brought magically to another plane, and there were forced to perform dull,



"You will be mine to control, Zhgnhggk."

strenuous, and dangerous actions without end. Only the routine ugliness of demons and their utter lack of consideration even for their own kind prevents them from being sympathetic or tragic characters.

Though negotiations may soothe them, some demons do their best to spite the sorcerers who have called them. Demons love to be cryptic. They love to worm out of their pacts, and to trick or destroy their masters. They reinterpret everything they are instructed to do, causing maximum distress while staying within the letter of the commands. What demons want done always seems to get done, in the end.

GENERAL DISTINCTIONS

Demons come in two varieties, lesser (with 3D8 POW) and greater (with 4D8 or more POW).

- A lesser demon totals not more than 24 D8s of characteristic, and among them must be 3D8 in POW. No ability or skill ever exceeds 100 percent.
- A greater demon totals not less than 25 D8s of characteristic, and among them must be not less than 4D8 POW. An unlimited number of skills or abilities may be at 110 percent or more.
- In summoning a demon to negotiate, the adventurer need sacrifice no Power. Summoning and binding a demon costs 1 POW. Creating an eternal binding costs 3 POW. Summoning a demon in any manner, the adventurer also sacrifices magic points for characteristics, abilities, and skills.
- A bound demon must yield its True Name to the sorcerer. After that, even if dismissed, the sorcerer can use the True Name to summon back that particular demon. To summon a demon of completely known quantity, the True Name of the individual demon must be known.

Roll Table for Demons and Elementals

Magic Points	Damage Base	Spent Roll Chance
1	1D2	10%
2	1D4	20%
3	1D6	30%
4	1D8	40%
5	1D10	50%
6	1D10+1D2	60%
7	1D10+1D4	70%
8	1D10+1D6	80%
9	1D10+1D8	90%
10	2D10	100%
11	2D10+1D2	110%
12	2D10+1D4	120%

To calculate damages for abilities of 110 percent and more, add the 2D10 increment per full 100 percentiles in the ability, and look for the remainder on the Roll Table. Thus a demon of 140 percent could do 2D10+1D8 in a single attack, and a demon of 240 percent would do 4D10+1D8.

- If the summoning is for a breed, such as a sentinel demon, the entity that appears is a random one within the specifications set. The rolls for the characteristics cannot be changed, and the skills and abilities cannot be decreased, though they can be increased. Except for any increased percentiles for skills and abilities of an individual, the magic point cost for a breed is fixed.
- A random demon has the configuration of characteristics, skills, and abilities the sorcerer desires. This can include enough extra points for characteristics to reasonably guarantee that the demon is usable.

THE RITUAL

The summoner inscribes a large mystical diagram, usually an octagon, in some open space. If known, the summoner also writes the True Name of the thing. If only the name of the breed is known, then write that within the design. If only the desired characteristics or abilities are known, then inscribe them.

The summoner builds a small fire in the center of the design, and in it may burn herbs and other substances necessary to the summoning. The sorcerer may on occasion need to breathe these fumes, to achieve a special mental state. A summoning also demands some sort of sacrifice, as the Chronicler predefines.

- Summoning a demon takes 1D8 hours.
- Each summoning requires the sacrifice of at least nine magic points. One is for the Summon Demon spell. If the summoning succeeds, apply the other eight

toward the demon's characteristics. If the demon is to be bound, sacrifice also a point of Power. For a tougher demon, spend more MP in summoning it.

- If known or wanted, specify the demon's breed or its True Name.
- Attempt a Luck roll. If the Luck roll fails, the entity does not appear. Results of 99 or 00 are failures with additional consequences, see the Demon Summonings Fumble Table, nearby. Failure costs both the time and the magic points and Power sacrificed, but the sorcerer is free to try again immediately.
- If the Luck roll succeeds, a nebulosity condenses within the mystic designs, and the sorcerer continues to define the demon.

DEFINING THE DEMON

The cost to summon a True Name demon or an unchanged demon breed is already known. The magic point costs following refer to random demons, but the costs accumulate and total in the same fashion for all demons.

- Allot magic points for D8s of characteristics, as specified by the breed's characteristics or as the adventurer requires. Remember that at least eight magic points already are dedicated to the characteristics. Each MP spent in the summoning gives 1D8 to a specific characteristic.

(Continued on page 41)

Point Sacrifices for Demons

4 per 1D8 STR, CON, SIZ, INT, POW, DEX, or MOV - 1 magic point. Lesser demons always cost 3D8 for POW. Greater demons always cost at least 4D8 for POW.

- per 10 percentiles of an ability or a skill - 1 magic point.
- bind a demon - 1 POW plus the necessary magic points.
- eternal binding - 3 POW plus the necessary magic points.

Demon Abilities Table

Ability	MP Sacrifice	Range	Chance	Effect
Absorb Missile	Varies	Self	10% per MP	Stops missile; on 99-00 for 110%+, missile gets through.
Acid Blood	Varies	Touch	Auto	Roll Table damage to weapon; Luck roll or target is also splattered.
Adhesion	Varies	Self	Auto	Demon's skin secretes sticky goo.
Ball Lightning	10 MP	POW in yards	POWx5	Projects a lethal ball of lightning.
Bite	Varies	Touch	10% per MP	Roll Table damage.
Burn	8 MP	8 yards	80%	Fixed damage 1D6+2.
Burrow	Varies	Touch	Auto	Tunnel through wood, earth, and stones. 1 yard per MP per hour.
Carapace	Varies	Self	Auto	Increases armor as per Roll Table, per MP sacrificed.
Cat-Stalk	5 MP	Self	Auto	Teleports a short distance.
Chameleon	3 MP	Self	Auto	Skin changes to match background.
Claw	6 MP	Touch	60%	Fixed damage 1D8+db per claw.
Cling	Varies	Self	1 MP per hour	Clings to ceiling, etc., 1 MP per hour & +10% Climb skill per MP.
Confusion	Varies	Self	Auto	Reduces chance to hit by 5%/MP cost.
Darkness	Varies	1 yd/MP	Auto	Exudes obfuscating cloud of darkness,
Dazzle	Varies	sight	10% per MP	Blinds single target for # of rounds = to MP sacrificed; targets eyes have POW x3 chance to be closed.
Dematerialize	10 MP	Self	Auto	Dematerialize like a ghost.
Demon Armor	Varies	Self	Auto	Increases armor, as per Roll Table, per MP sacrificed.
Demon Shield	Varies	Self	Auto	Increases ordinary shield, as per Roll Table, per MP sacrificed.
Demon Weapon	Varies	Touch	Varies/Auto	Roll Table damage +db with a hit; demon chance increases with magic points sacrificed, but human wielder uses his/her skill.
Dimensions	20 MP	Self	Auto	Travels between home plane and The Southern Reaches; each leg traveled costs demon 1 CON; can carry its own SIZ or less; INT-memory loss on 00 result.
Distend	Varies	Self	Auto	Distend, enlarge body part x1 length per magic point sacrificed.
Divisible	10 MP	Self	Auto	Demon segments when it loses enough HP.
Drain Soul	10 MP	Touch	POW:POW	Robs 1D8 magic points until zero, then robs 1D8 POW until death.
Drain Intellect	10 MP	Touch	MP:MP	Absorbs knowledge of skills from victim.
Drain Muscle	3 MP	Touch	Auto	Destroys the victim's CON.

Demon Abilities Table Continued

Ability	MP Sacrifice	Range	Chance	Effect
Dust	Varies	1 yd per MP	Auto	Obscures vision for remainder of round; clears at start of next round.
Emote	3 MP	Self	Auto	Mimics the voice of the target.
Empathy	3 MP	Self	Auto	Senses the emotions of the target.
Explode	Varies	Touch	Wrestle%	Roll Table damage, as per magic points sacrificed.
Explosive De-composition	Varies	Touch	Auto	Demon's touch causes rupturing wounds.
Exhale	3 MP	Self	Auto	Exhales a fog that solidifies into an illusion.
Exsanguinate	Varies	Touch	10% per MP	Drains 1D3 hit points per round.
Extra Eyes	3 MP	Self	Auto	Demon shifts vision to a new location at will.
Fog	Varies	10 yds per MP	Auto	Exudes stinking obscuring fog, 1 yd wide and 2 yds deep per MP.
Freeze	Varies	1 yd per MP	10% per MP	Damage 1D6+2 cold; weapon may become break when used.
Gore	Varies	Touch	10% per MP	Damage 1D8+2, +db if charging.
Gout Fire	Varies	1 yd per MP	10% per MP	Damage 1D8 fire.
Heat Sight	3 MP	Self	Auto	Demon sees differences in temperature.
Hear	3 MP	Self	CON x 5	Can listen to distant sounds; 99-00 the report is misleading.
Howl	3 MP	Self	Auto	Emits a howl that breaks concentration.
Horde	17 MP	N/A		Calls forth multiple identical demons.
Insect Eyes	3 MP	Self	Auto	Demon has large multifaceted eyes.
Knowledge	10 MP	Self	INT X 3	Answers reference questions; 99-00 the report is wrong.
Leap	Varies	Self	Auto	Jump 3 yds high or 5 yds long per MP; add 1 passenger for ½ SIZ in MPs.
Leech	Varies	Touch	Auto	Drains 1D2 STR each combat round.
Lift	3 MP	Self	Auto	Lifts and carries STR x3.
Locusts	10 MP	Touch	Auto	Damage 1D8 per round in tiny bites.
Manipulate	Varies	Touch	10% per MP	Builds, fixes, or does something.
Paralyze	7 MP	Touch	CON:CON	Temporary paralysis; roll CON xl or less to end effect.
Portage	10 MP	Self	Auto	Demon transforms into a transport.
Quills	Varies	10 yds per MP	10% per MP	Damage 1D8+1 per hit, range is 10 yds per magic point sacrificed.
Regenerate	3 MP	Self	Auto	Regains 1 hit point per round.
Remember	Varies	Self	Auto	Demon can remember and reproduce a copy of a grimoire.

Demon Abilities Table Continued

Ability	MP Sacrifice	Range	Chance	Effect
Scent Emotion	3 MP	20 yds	Auto	Demon can smell strong emotions of others.
See	3 MP	Sight	CON X 5	Sees distant objects more closely.
See Sound	3 MP	100 yds	Auto	Demon has a mental map of 100 yards.
Seer	Varies	Place	POW X 5	Views past, 1 year further back per magic point; on 99-00 cryptic result.
Shapechange	Demon SIZ	Self	Auto	Alters to one or more forms. +1 per additional MP sacrificed.
Sleep	5 MP	Sight	POW:CON	Puts target to sleep for at least an hour.
Smash	Varies	Touch	10% per MP	Roll Table damage.
Snout	3 MP	Touch	CON x 5	Tracks recent scent trail; 99-00 loses trail.
Soul Sight	Varies	POW x MP in yards	Auto	Detects and identifies magical auras, defines target POW in terms of self.
Soul Track	10 MP	Self	Auto	Demon can track another sentient being.
Spit Filth	Varies	Self	Auto	Demon spits a glob of goo each round.
Spray Venom	Varies	Self	Auto	Demon sprays liquid acid from its mouth.
Spawn	10 MP	N/A		Demon can create other demons.
Stinger	Varies	Touch	10% per MP	Damage 1D8, plus venom of POT = demon CON.
Suture	Varies	Touch	Auto	Restores 1 hit point per MP sacrificed; leaves repulsive scars, etc.
Telekinesis	10 MP	POW in yards	Auto	Demon can lift and move an object with SIZ equal to its POW for POW in yards.
Teleport	10 MP	Self	Auto	Teleports self, and passenger; each trip costs demon 1 CON.
Tentacle	Varies	Touch	10% per MP	Damage 1D8 +db; armor does not help against this attack.
Tongue	Varies	1 yd per MP	10% per MP	Grabs target and moves it to its mouth; one STR:STR chance to get free.
Venom	10 MP	Self	Auto	Demon is poisonous and deals venom damage.
Vomit Acid	Varies	1 yd per MP	10% per MP	Roll Table damage, damage not lessened by distance.
Ward Pact	10 MP	Self	Auto	Immune to one class of weapon upon approval of Lord of Shadow.
Web	Varies	1 yd per MP	10% per MP	Spins web, of STR equal to Roll Table roll.
Wings	10 MP	Self	Auto	Fly across the world at 50 mph, carry things.

Demon Abilities Table Continued

MP - magic points.

Varies -The magic points sacrificed can vary, and adding more increases the demon's accuracy, potency, etc.

Auto - Automatic. The demon performs this ability without fail. If a target is involved, a Resistance Table roll may still be needed before the ability takes effect.

Varies/Auto - the demon's chance when unbound / the chance when bound. A demon using Demon Weapon attacks at its own skill percentage, but the same demon bound into a weapon is 100% effective, if the wielder can successfully hit with it.

Range - Some ranges are given in yards (yd) of effect. Many more occur as single words. Self means that the ability affects only the demon itself. Touch means that the demon must touch the target (directly or with a weapon) for the ability to take effect. Sight means that the demon need only be able to see and distinguish the target before the ability can take effect. Place means that the function of the ability is tied to a particular place or one place at a time.

- Roll the allotted D8s to fix the demon's characteristics. Once rolled, the characteristics do not change.
- Allot ability and skill percentiles. Do this in units of 10 percentiles per magic point: thus 100 percent in a skill or ability always costs 10 magic points, and 110 percent always costs 11 magic points.
- A demon has no spells, at least none effective on this plane. All its attacks are included in its abilities.
- A demon breed always comes equipped with the skills and abilities stated, though the summoner may add new ones, or may increase the percentiles for skills and abilities already present.
- MOV equals up to one-half of DEX, but not more than 14 without the Chronicler's permission. Choose the mode—Run, Swim, Fly, or Burrow. To have two modes, add one magic point and open a second mode for 1D8 speed. A demon may have any or all of the modes. Its appearance should suggest how and how fast it moves.
- If adding demon armor, note the surface. Is it bone, shell, hide, scales, carapace, fur, slime, or what?
- Calculate the demon's hit points, damage bonus, and magic points. The form

in the mystical diagram steadies, and the demon is complete. Except for its abilities and appearance, and that it does not routinely heal lost hit points, it now functions like an earthly character.

- Write the demon's name (or your name for it) on the adventurer sheet, or handy piece of paper—for instance, Gristlegnawer. So long as the demon is bound, or while it is completing a negotiated task, its presence counts against the adventure's INT-limit.

NEGOTIATING

From the sorcerer's point of view, the best thing about negotiating with a demon is that it costs no points of Power. Especially if the sorcerer fears the POW of the summoned thing, he or she should negotiate. The Chronicler plays the demon. The sorcerer should have in mind something to exchange for the demon's services. If the negotiation succeeds, the demon then undertakes one limited task, and does it to the best of its ability. Resolve this with Bargain, Oratory, or Charisma rolls, as appropriate.

A limited task is some clearly finite action: "Let no one open this door for a year and a day," for instance. A demon would demand much more for this task than it would to defend the door for one day and one night

only. Just as clearly, the task "Conquer the world for me" is so open-ended and of such proportion and danger that no compensation could be adequate.

No necessary penalty for a failed negotiation exists, but Chroniclers should feel free to be devious and ingenious here. Perhaps the entity sneers and departs. Perhaps it prophesies something dire. Sacrificing magic points to it may deflect its anger. If insulted, it breaks out of the mystical diagram in 1D8 minutes to harm the summoner, (Dismissing a demon also takes 1D8 minutes.)

A demon does not reveal its True Name for negotiated service.

BINDING

The act of binding costs the binder one permanent point of POW, or three points of POW for an eternal binding. To bind, roll POW:POW successfully on the Resistance Table. Succeeding, name your demon. Once bound, the adventurer controls its actions.

Several bindings exist. A demon can be bound as itself, or can be object-bound into a thing or place. An ordinary binding is good for the sorcerer's life, or until he or she dismisses the demon. An eternal binding is a special way to object-bind: it binds the demon forever into a thing or place.

A bound demon responds only to its binder. If bound in an object, that object will be of ordinary use to anyone except the binder. If a binding object is broken, the demon dies.

- A bound demon counts against the binding sorcerer's INT-limit of memory, even if the demon is sent to another universe.
- If object-bound, the demon might be within an amulet, a ring, a wall of stone, etc. It retains only its abilities and its INT, POW, and those other characteristics necessary to its abilities or skills. In all other things the demon and the object in which it is bound are equivalent. The demon cannot move from the object until it is dismissed.
- Once bound, a demon surrenders its True Name to the summoner.

- Knowing its True Name, the sorcerer can dismiss it, then summon it again to bind it anew. The demon is now a known quantity, and yet does not count against the INT-limit to memory.
- Knowing its True Name, a sorcerer can keep the demon bound, send it to its home plane, and then call it back. The process takes one combat round. Thus a demon that is already bound and on another plane can reappear in a matter of seconds. Holding a demon in this way counts against the INT-limit to memory. The demon appears through some focusing object touched by the binder, and seems to emerge from it. The focusing object must be visibly marked with mystical symbols appropriate to your setting.

GROUP BINDINGS AND SUMMONINGS

If more than one person participates in a binding, using the Chain of Being spell to pool magic points, then that demon is bound in common to all, and all must agree how the thing is to be commanded. The summoner speaks the orders. The demon is dismissed only if the summoner dies, or if the group agrees that it should be dismissed.

For a summoning leading to a negotiation, group knowledge can remain more hazy. All who contribute magic points must agree to some sort of contribution of effort, but they need not understand or even agree with the purpose of the summoning.

DISMISSING, BREAKING A BINDING

The person or persons who bound the demon can dismiss it at any time. This eliminates the binding, takes 1D8 minutes, and costs no magic points. The demon slowly evaporates in steam, smoke, and flame, and disappears. The binding party retains knowledge of the True Name, but the thing is removed from memory.

A dismissed bound demon departs the object in which it has been bound. If later summoned again, it would appear in its natural

form and not be bound into the object, though it could be bound anew in that manner.

Four sure ways to break an ordinary binding are to dismiss the demon, to kill the demon, to kill the binding sorcerer, or to learn the demon's True Name and successfully rebind it. An eternal binding cannot be destroyed except by destroying the object into which it is bound.

A bound demon which has long been mistreated, or whose needs have long been neglected, might be desperate enough to be persuaded to grant knowledge of its True Name to a second person. It will seek dismissal by the second person, in exchange for some negotiated task. Since it may be immortal, a demon can afford patience. It will not casually give its True Name to someone.

REBINDING

Occasionally a sorcerer may decide to make a gift of a bound demon. In that case, the demon must be bound anew to the owner-to-be. This requires an hour-long version of the summoning, with a new full payment of magic points and POW. A resistance table roll comparing the POWs of the entity and its would-be owner must succeed.

- If the new owner wins, the transfer succeeds and the thing is now his or hers.
- If the entity wins, it breaks loose from the octagon in 1D8 minutes, choosing between vengeance here and immediately returning to its home plane.

Whoever learns the True Name of a bound demon may call it and attempt to bind it anew. To do so, the present owner must be defeated in a POW:POW struggle on the Resistance Table. Then attempt the binding. The re-bound demon has exactly the characteristics and abilities it had before.

ETERNAL BINDINGS

An eternal binding forever binds a demon within an object or place. Once the original binder is dead, the demon is still bound, but has no master. To take advantage of its abil-

ities and skills, an adventurer must bind it anew, to himself or herself. First he or she needs to perceive the object or place as demon-ridden. Then a successful Bargain, Oratory, or Charisma roll can open communication with the demon. Once the demon is understood, the adventurer can attempt to bind the demon by means of a POW:POW roll on the Resistance Table. A fresh sacrifice of POW is also needed for binding.

Failing the Resistance Table roll, the adventurer must undertake scholarly research to learn more about the demon. Such research is discussed near the beginning of this chapter. Then he or she may try again.

LESSER DEMONS

A lesser demon arrives whenever 3D8 POW is specified. No demon has less than 3D8 POW. Because of their lower average Power, lesser demons can be more reliably bound, and pose less potential threat while within the mystic circle.

A lesser demon cannot arrive on the plane with a skill or ability higher than 100%, nor may it use more than one skill or ability per combat round, and nor may it attack more than once per round. A demon's skills can increase with experience, but its abilities never change.

If an ability does not specify the damage done, use the Roll Table nearby. These damages are the same for all attacks of the same percentage.

GREATER DEMONS

A greater demon arrives whenever 4D8 or more POW is specified. The process does not change, but greater demons are harder to bind because of their higher average POW.

For skills and abilities above 100 percent, a demon is simpler to play if each set of 100 percentiles pertains to a separate mouth, claw, tentacle, etc. If the player wishes, the demon could split attacks of 110 percent or more into units of not less than 50 percent, as per the combat rules. Damage bonuses vary individually. Upper limits for the quantity of greater demon characteristics, the per-

centiles for abilities, and the percentiles for skills may exist, but are unknown.

SPEAKING WITH DEMONS

Every demons arrives able to talk to its summoner; see the subsection for demon skills, nearby. Even those bound into objects are aware of their surroundings and able to speak. Usually a demon whispers to its master or mistress, but a surprised or startled demon could shriek or shout as loudly as any human. Startling three or four sorcerers and all their attendant demons causes pandemonium.

DAMAGE BONUSES FOR DEMONS & ELEMENTALS

Use the Human Damage Bonus Table for demons and elementals. Calculate elemental damage bonuses the same way as for humans: thus the total for an elemental of STR 26 and SIZ 26 is 52 corresponding to +2D6.

Figure demon damage bonuses as STR+SIZ also, but read D8 for D6 as the product. A demon totaling 57 STR+SIZ has a +3D6 damage bonus, not one of 3D6.

DEMON SKILLS

A demon may have some of the same skills as its human summoner. Suppose both have Search: if the demon was bound as an individual, then separate skill rolls for each would be made. If getting experience checks, roll individually for the checks. If the demon was object-bound and worn or carried by the sorcerer, then the player chooses whether to roll the adventurer's skill or the demon's skill. Make only one roll. A wearer of demon spectacles, for instance, would probably choose to benefit from the demon's 110 percent Search, rather than his own 40 percent Search.

Should the sorcerer take off his demon spectacles, then treat the object-bound demon as an individual that gets its own skill roll (as long as the spectacles were pointed in the right direction so that it could see).

The surface of object-bound demons should illustrate necessary skills, such as eyes for Search, ears for Listen, and so on.

BASE CHANCES FOR DEMONS

Consult the Skill Groups Table at the end of the skills chapter to define the following: to roll an agility, manipulation, or perception skill for a demon, assume that the demon has the same base chance as that for an adventurer.

Demons base chances for communication and knowledge skills are generally zero, with two exceptions.

- In place of World Lore for humans, every demon brings along Own Plane at 15 percent. This knowledge is free and without magic point cost.
- Every demon arrives able to speak the language of the person who summoned it, at INT x2%. This skill is also free and without magic point cost.

DEMON NEEDS

Each demon has a need which, if left unsatisfied, causes the demon to become balky and uncontrollable. Great neglect should halve a demon's abilities and skills. A demon could die of a need long-neglected.

Ignoring a need breaks any negotiated contract, and is grounds for personal attack by the demon. Bound demons may not attack, though they may complain mightily and even plot against neglectful masters.

The Chronicler awards the need. The needs listed below are examples: thousands exist. The frequency and intensity of a need should rise with the total percentiles of the demon's abilities. A more powerful demon needs more care. A powerful demon might have several needs, or a need with a greater frequency. The list concludes with a few ideas specifically for demons bound into objects.

SAMPLE NEEDS

- stand in a fire
- open and close a door repeatedly
- talk about philosophy
- stand in water over its head
- roll in dust
- eat a brick
- eat a boot
- bend a kitchen knife
- insult its master
- mutter magical-sounding words
- exude torrents of acidic pus from its pores
- eat a raw fish daily
- eat a clove of garlic every hour
- look through keyholes
- practice tying knots
- write in a diary
- curse frequently
- love puns
- ask riddles
- belch often
- routinely howl at night
- stand on the ceiling
- sing off-key
- bash head against wall daily
- eat a book
- practice a weapon
- challenge for a duel
- pant loudly
- growl at strangers

- mumble in strange tongues
- scorch paper and cloth
- consume a horse, ox, etc, daily.
- eat a gemstone
- attack an innocent person
- destroy a wall
- burn a tree
- eat a small animal daily
- attack an innocent person

DEMON ABILITIES

ABSORB MISSILE

With a successful ability roll, the demon dissolves and ignores a non-magical missile entering its body; damage from the missile attack costs it no hit points. Each magic point adds 10 percentiles to the chance of neutralizing a successful missile hit; for 100 percent, damage occurs only on a result of 99-00 for the demon; for 110 percent, damage occurs only on a result of 00.

ACID BLOOD

The demon has acid for blood. For stronger acid, the summoner must sacrifice more points. When the demon is attacked and loses a hit point, the attacking weapon takes the acid damage roll to its hit points. The attacking adventurer must receive a successful Luck roll or be splattered with acid. For the damage done by the acid, consult the Roll Table.

ADHESION (*varies*)

The demon secretes a sticky substance through its skin. When attacked using blunt weapons, Brawl or Wrestle, the weapon does normal damage, then adheres to the demon's body. The STR of the adhesive equals the Roll Table damage for the magic points spent. To unstick a weapon, compare MP:STR on the resistance table. Since

the demon can negate a portion of the effect at will, this ability also allows the demon to carry all sorts of minor items for the sorcerer, each instantly available to be taken up.

BALL LIGHTNING (10)

The demon projects a blue-white, glowing, whirling ball of lightning which rolls, hisses, and bounces along the ground like a child's toy. Roll for a random target: each ball moves toward one of the living, without reference to what is happening. The ball is emitted on the demon's DEX-rank, and strikes home at the end of the round. Its chance to hit equals the demon's POW x5 (on a result of 99-00 the ball explodes harmlessly). Each ball does 2D10 damage.

Targets can attempt to Dodge, and hope to see a ball diverted to another target. Grounding oneself has no effect.

Metal armor doesn't defend against this ability, but leather armor defends normally. Nominal range of the ability is the demon's POW in yards, but drama and the number of targets is more important than calculating range. The cost for this ability is fixed at ten magic points.

BITE

This is a straight-forward snap with gaping jaws and glistening teeth. Damage done increases with the magic points spent; see the Roll Table.

BLAST (10)

Composed in a humanoid form, the demon manifests itself as a cloud of swirling sand. Attacking, it envelops a single target, abrading skin and clothes, blinding the eye and filling nose, mouth, and ears with grains that stink and sear. Each round of attack costs the victim 1D4 hit points if clad ordinarily, and 1D4-1 hit points if clad in significant armor.

The target is unable to physically fight such a manifestation, but can cast magic each round, given a successful Luck roll for concentration. If the target can dive under-

water, the demon will not follow, but it may wait for the target to reemerge. The cost of this ability is fixed at ten magic points.

BURN

Radiates a cylinder of heat doing fire damage of 1D6+2 per round to a single target: the target needs a successful Luck roll to avoid igniting clothing and hair, as per game system fire damage. Because metal transmits heat, ordinary armor helps block this damage only for the first round of the attack. This ability is fixed: eight magic points for 80 percent chance and an eight-yard range.

BURROW

The demon can chew through and ingest wood, earth, and stone to clear a tunnel equal to the demon's SIZ. The rate is one yard per hour per magic point invested in the ability. The demon cannot burrow through refined metal, flesh, or magical substances.

CARAPACE

Grants a coating of hide, scales, shell, etc., as the player describes. Each magic point invested in this armor stops the equivalent in damage on the Roll Table.

CAT-STALK (5)

At a pace of MOV 1 or 2, the demon moves between points four yards apart without crossing or being visible in the intervening distance. Now it is here ... and now it is there! If plenty of cover exists, and if the demon is small enough to readily conceal itself, it can approach a foe and be unseen until it is literally at the target's throat.

In transiting the intervals between the points, the demon is insubstantial and spirit-like, affected only by magical barriers against spirits and magical attacks. Nonetheless, the demon may not pass through physical barriers during Cat-Stalk a physical path for the demon must be traceable and negotiable.

This ability takes enough time that the demon effectively lowers its DEX-rank to last, and can take only one other action in a round. The cost for this ability is fixed at five magic points.

CHAMELEON (3)

Allows the demon to meld into the background by changing the color and pattern once per round. The demon must be able to survey what it is imitating. Just as obviously, a demon seen sideways stands out like a sore thumb.

Halve Search skill rolls made against a demon so protected, and double the effective percentiles of its Hide skill. The cost for this ability is fixed at three magic points.

CLAW

One or more of the demon's limbs conclude in animal claws of the summoner's description. Two claws could attack in the same round, five DEX ranks apart. The magic point sacrifice for this ability does not change: a claw costs six magic points and has a 60 percent chance to hit. Each claw does fixed damage of 1D8+db.

CLING

The demon has sticky pads at the ends of its limbs and on its torso. With these it clings to vertical surfaces and lurks upside down on ceilings. Each point of magic invested allows the demon to Cling for an additional hour before it must drop to the floor, and each point also increases its Climb skill by 10 percentiles. One successful Climb roll reaches any position on a ceiling.

CONFUSION

The demon's appearance is so bizarre that it confuses anyone who views it. For each magic point invested in the ability, reduce the opponent's chance to hit by 5 percentiles.

DARKNESS (varies)

The demon projects an area of inky blackness around itself. This area is irregular, but always conceals the demon. It obscures normal vision, and the See and Heat Sight abilities. Treat targets in the area of effect as though in absolute darkness; see the rulebook for modifiers. Diameter of the ability equals one yard per magic point spent on this ability.

DAZZLE

Radiates a tight cylinder of brilliant light that blinds a single target for that number of combat rounds equal to the magic points invested in the ability. The blinded target sees nothing during this time; treat as if in total darkness. The target has a D100 chance equal to POWx3 or less of having its eyes closed when the attack occurs.

DEMATERIALIZER (10)

Allows the demon to become intangible. Like a ghost, it is unaffected by solid matter and by most magic. Duration equals the demon's POW in combat rounds. The ability may be exercised once per hour. While the demon can walk through objects or walls as though they did not exist, its maximum MOV is half of what it is while fully constituted. While it uses Dematerialize, the demon is ethereal and can employ no other abilities, make no attack, make no sounds, or even turn over a sheet of paper. It watches and listens, and it can signal to someone else.

Dematerialized, a demon is transparent but is recognizably itself. Like a manifesting ghost it can be attacked by magic affecting POW or INT or both. The cost for this ability is fixed at ten magic points.

DEMON ARMOR

The demon may wear the armor, but usually is bound into armor worn by a character. Such armor usually takes on a bizarre or fantastical appearance because of the demonic presence.



- If the demon is bound into the armor, the armor has normal stopping power and the demon's ability blocks damage corresponding to the magic points invested, as per the Roll Table.
- For example, eight magic points invested in Demon Armor stops 1D10+1D6 points and normal half plate stops 1D8+1 points of damage. The wearer benefits from a minimum total stopping power of four points, and a maximum possible of 25 points. If points of damage get through both protections, subtract them from the wearer's hit points. When all the wearer's hit points have been lost, the bound demon is dispelled and the magical effect is ended. Exception: in an eternal binding, the demon would not be dispelled
- If the demon wears the armor instead of being bound into the armor, the armor loses magical effect when the demon removes it, or when the demon is dismissed or dies.

DEMON SHIELD

The demon may carry the shield, but usually is bound into a shield carried by a character.

- If the demon is bound into the shield, it has the stopping power normal to it, plus it blocks additional damage in an amount corresponding to the magic points invested, as per the Roll Table.
- For example, a normal medium shield blocks 20 points of damage, and eight magic points invested in Demon Shield stops an additional 1D10+1D6 points: its minimum total stopping power is 22 points, and its maximum is 36 points. If points of damage go unblocked, subtract the extra points from the shield's hit points. When all the shield's hit points have been lost, the shield is broken, the magical effect is ended, and the demon dies.

- If the demon carries the shield instead of being bound into it, when the shield breaks the demon dies. A shield carried by a demon holds magical effect for one blow after the demon releases it, or after the demon is dismissed or dies. After that the shield is ordinary in all respects.

DEMON WEAPON

The demon may carry and use the weapon, but usually is bound into the weapon. The weapon does the damage normal to it, plus the damage bonus of the wielder, plus additional damage corresponding to the magic points invested, as per the Roll Table. The chance to hit increases by the magic-point sacrifice, also as per the Roll Table, if the demon wields the weapon.

- If the demon is bound into the weapon, use the adventurer's normal skill with the weapon. Target armor, shield, weapons, etc., defend normally.
- Used to parry or otherwise subject to damage, roll the equivalent Roll Table dice. Total them and the weapon's hit points. Subtract points in excess of the total from the weapon's hit points, including from critical attacks.
- When the weapon breaks, the magical effect is broken and the demon dies.
- For a demon bow, the chance to hit with arrows or sling stones would improve by ten percentiles per magic point invested.
- A demon bow combined with a demon arrow represents two separate abilities: the former increases the chance to hit, and the latter increases the damage done as per the Roll Table.
- If the demon carries the weapon instead of being bound into it, the weapon holds magical effect for one blow or attack after the demon releases it, or after the demon is dismissed or dies.

After that the weapon is ordinary in all respects.

DIMENSIONS

Upon command, the demon can travel between the physical world and its home plane. The price of this ability is fixed, at 20 magic points. Each movement between planes costs the demon 1 CON; reduced to zero CON at the end of a trip, the demon dies cursing the person who forced it to kill itself.

For an additional fare of magic points equal to the burden's SIZ, the demon can carry its own SIZ or smaller to the other plane. A human can survive this trip. A grimoire always counts as 1 SIZ.

The trip through the awful void and swirling, leering vortices is terrifying to behold. Roll D100 each time passage is made: on a result of 00, all spells and summonings in INT-memory are forgotten, and all bound demons are released.

DISTEND

Allows the demon to temporarily enlarge, stretch, or magnify its stated body part. For each magic point invested, the demon increases size or reach by the part's original size again. For instance, ten magic points spent for Distend Arm, and the arm could zoom out to ten times normal length and width. Each length takes about half a second to grow.

DIVISIBLE (10)

The demon segments when it loses half or more of its hit points. A significant body part such as an arm, a leg, or the torso, disappears, as does a connected ability (failing that, delete a random ability). Halve any skills relevant to the loss. Improbably, the remainder of the demon fights, speaks, and conducts itself as if nothing had happened, and continues in that form thereafter.

In compensation for the loss, all of the demon's hit points return. If it loses all of its hit points, it dies. The cost for this ability is fixed at ten magic points.

DRAIN INTELLECT (10)

Allows a demon with the Knowledge ability to drain selected memories and knowledge from a sentient being. The target must be immobilized in some manner. The demon crouches at the head, and its hands seem to press into the victim's brain.

Each round of the attack, the demon must make a successful MP:MP on the Resistance Table. Failing his roll, the stunned demon removes itself from the victim and will not attempt Drain Intellect on that person again.

Succeeding, the demon permanently removes ten percentiles each from the following skills Evaluate, Nature, Navigate, Other Language, Own Language, Physik, Potions, World Lore, and the player's choice of one Art and one Craft. Bestow all these percentiles on the demon.

Since the demon cannot cast magic, it absorbs no knowledge of magic. The demon cannot absorb base percentiles in a skill, but can strip away percentiles above that. Other skills are unaffected.

Armor does not defend against this attack. The cost for this ability is fixed at ten magic points.

DRAIN MUSCLE (3)

To mount the attack, the demon must be able to Grapple or otherwise immobilize its prey. The demon then infiltrates dozens of rubbery tendrils into a major muscle group and drains away the tissue as though drinking ale from a tankard. Each round costs the target one CON, and each round the demon's tendrils relocate to another muscle group. The demon aims to drink all CON from its victim. Typically it saves the heart muscle for last to stop the attack, the victim must physically break away from the demon, or do damage to it. Armor does not defend against this attack.

CON is lost permanently. It can be regained only through training or some form of magic, after much effort. To show the symptoms of such an attack on an adventurer, the gamemaster and player should consult. The muscle is literally gone, so

affected limbs shrink to the bone and perhaps are useless. An adventurer who undergoes more than two points of CON loss then also begins to lose points of STR, DEX, and APP at the same rate.

The cost for this ability is fixed at three magic points.

DRAIN SOUL

The demon must touch the target first. Each round of the attack requires a successful POW:POW on the Resistance Table; foiled by a failed Resistance Table roll, the jolted demon drops its target as if hit by lightning. The sacrifice for this ability is fixed, at 10 MP. Armor does not defend against this ability.

In attacking, the demon first tries to drain the target's magic points, at 1D8 points per round of success. The magic points drained and the target unconscious, the demon drinks the target's POW at 1D8 points per round, and leaves him or her a will-less revenant. Each point of Power drained increases the thing's hit points by one. These hit points can be spent, but do not regenerate.

DUST

The demon belches out a blast of dry dust and sand in a 180 degree attack, at a range equal in yards to the magic points spent for the ability. The attack automatically succeeds in forcing the target's eyes closed. If the demon concentrates on a single target, the Dust attack does 1D8 damage per combat round, 1D4 damage if the target wears plate armor. Such an attack lasts the remainder of the combat round. The target can see again at the beginning of the next round, but the demon can inhale and also begin again. Make the Dust attack for up to that number of rounds in an hour

equal to the magic points invested in the ability.

EMOTE (3)

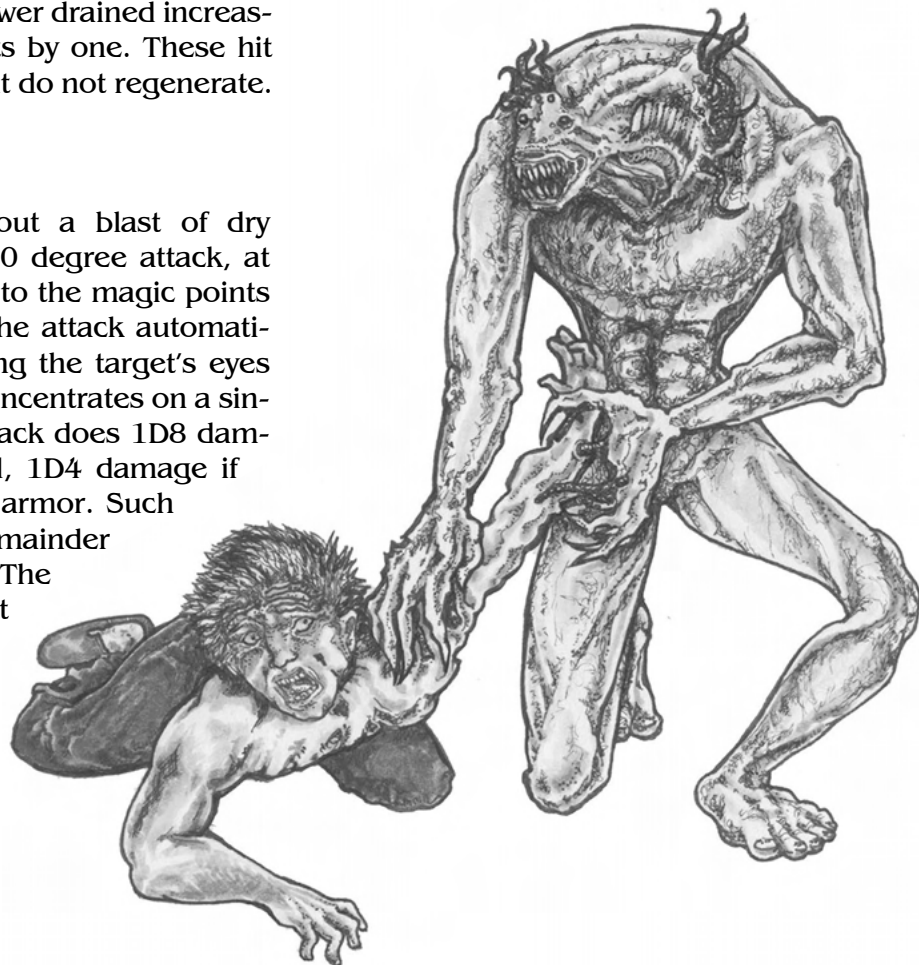
The demon assumes the voice and vocal mannerisms of the target. The mimicry is nearly perfect, though the demon gets no special knowledge of what that person might say or to whom.

The cost of this ability is fixed at eight Magic Points.

EMPATHY (3)

The demon can sense and describe the dominant emotion and the immediate intention of the nearest person, who must be within sight. If several people come into range successively, the demon gets a vague idea of a

Drain Muscle Demon



group's intention and mood, and can act on the information or report to someone else.

This ability is usually of no consequence in hand-to-hand fighting because such skills are instinctive, but if the target has some sort of a simple plan ("I'll grab the ring, then run from the cave") then the demon knows of it, and also knows, for instance, how confident or how angry the target is. This information could help a demon bluff an opponent, or arrange a successful deal.

This ability is fixed at 3 magic points.

EXHALE (3)

The demon exhales a fog that solidifies into a visual illusion. The illusion is enough to fill a small or drawing room. It is visible only from the general angle that the demon desires. The illusion can be of anything, and is in full dimension, movement, and color, but has no sound, odor, or taste.

The viewpoint must be specified. From all other angles it cannot be seen. The illusion lasts unchanged for a number of combat rounds equal to the demon's MP, then shrinks proportionately during that number of rounds again, and then completely disappears. When it starts to shrink Search can be applied against it to notice that the illusion is incomplete. The illusion can be fought and walked through, but Witch Sight can see through this phantom.

The cost of this ability is fixed at three magic points.

EXPLODE

The demon approaches and attempts to Wrestle the target. Succeeding, it holds on and on its DEX rank in the next round explodes for damage equal to the magic points sacrificed for the ability, as per the Roll Table. For instance, a sacrifice of three points yields a 1D6 blast. The demon exploded, it returns to its own plane, freed, and cannot return to this plane. Armor does not defend against this ability, as it transmits the shock of the explosion.

EXPLOSIVE DECOMPOSITION

The Explosive Decomposition attack has a POT equal to the Sacrifice Table result for the magic points spent on this ability. If a victim is touched by a demon with this ability, match the POT of the Explosive Decomposition attack with their CON on the Resistance Table. (re-roll the POT each time the attack is made.) If the attack wins out, the victim takes damage equal to the POT of the attack. If the victim wins, they take damage equal to the attack's POT.

Victims slain after taking damage from this ability explode in a huge fountain of blood, gore, and bits of bone. Victims not slain can heal this damage at normal rates, and it responds normally to magical healing.

At the summoner's option, the demon can be given a ranged Explosive Decomposition attack for an additional magic point cost of 5 points. This has a range of ten yards, does 1D10 points of damage (only for penetrating armor. Will only do 1 point of damage to flesh,) and has a 50% chance to hit. Each magic point spent can increase the chance to hit or the range (1 extra yard per point spent,) but the penetration damage is fixed at 1D10. Victims wounded by the ranged form must still resist the POT of the ability against the CON or take damage like above.

EXSANGUINATE

Spotting a target, it attempts to attach itself to the target, at a percentile chance of the magic points invested times ten. The touch of the thing feels like clammy wet cloth; only attacks with magic or magical weapons can damage it. Armor defends fully against the attack for the first round, but after that the demon finds a way through. Damage for each round of attack is 1D3 hit points. The demon can drain blood only up to its SIZ in hit points per 24 hours. This ability includes MOV-Fly 1D8.

EXTRA EYES (3)

Allows the demon to choose a location within sight and to shift vision at will to that lo-

cation, and to see from that location as if seeing normally. Enhanced vision abilities (such as see, soul sight, and heat sight) work normally through this ability. A location may be changed at any time, but the demon must always be able to see the new one. The cost of this ability is fixed at three magic points.

FOG

From the demon's vents pours a noxious wet vapor too thick and too unmoving to aim missiles through or to allow coordinated attacks. Bowstrings and slings stretch and rot after a single combat round of exposure. The stink clings to the targets and makes them easy to track for the next 24 hours. The ragged area of effect is roughly cylindrical, one yard high for each point of demon SIZ and two yards wide for every magic point invested in the ability. The same demon cannot possess an ability that includes effects of wind, fire, or heat.

FREEZE

Radiates a cylinder of intense cold doing damage of 1D6+2 hit points per round. The number of magic points sacrificed decides the range in yards. Armor helps block this attack in the first round only. If a target survives such an attack, he or she needs successful Luck rolls for exposed weapons the first fight after that; failing, the weapon has lost its temper and snaps on the first hit or parry. Shields, armor, magical weapons and demon weapons are unaffected.

GORE

The demon grows a pair of horns somewhere on its body. It uses them like a bull to gore targets for 1D8+2 damage. The number of magic points sacrificed determines the demon's chance to hit with the horns. Add its damage bonus if the demon runs at the target for half the round before goring.

GOUT FIRE

Radiates a 180 degree fan of flame doing 1D8 fire damage per round to all targets within base range. Figure the chance to hit and the base range by the number of magic points sacrificed, ten percentiles and one yard per point. Hair and clothing also ignites, as per game system fire damage. Up to twice base range, no damage occurs with a successful Luck roll for the target; without it, 1D3 scorching but no ignition occurs. Armor helps block this attack in the first round only. Make the Gout Fire attack for up to that number of rounds in an hour equal to the magic points invested in the ability.

HEAT SIGHT (3)

The demon sees temperature differences in monochrome. What is hottest is that which is brightest. Intervening cold things such as ice or ice water are seen as almost black, and block notice of warm or hot things beyond. If equipped with normal sight, the demon can switch between viewpoints at will. Looking into the sun or into any bright searing flame is difficult or impossible for the demon, using either form of vision. The cost of this ability is fixed at three magic points.

HEAR

The demon overhears any conversation it witnesses, and then reports to the summoner the gist of what's said. Its ability to do this starts as CONx5%, for a sacrifice of three magic points. On a result of 99-00, its report is inaccurate and misleading. If the demon is bound in an object, the object must include the image of one or more eyes and one or more ears if the demon is to be able to witness. Range is sight.

HOWL (3)

The demon can emit one startling howl each round, sustained for about half the round. This sound is very loud and extremely grating. It breaks the concentration of all nearby

hearers, who quickly become outraged by such repetitive and arrogant exclamations.

The cost of this ability is fixed at three magic points. If the demon has more than one head, it can add an extra Howl ability to each head for no cost. The effect of interrupting most cast magic remains the same.

HORDE

For an additional cost of 17 magic points, the summoner (or, more likely, group of summoners,) can summon a horde of a particular demon breed instead of just one. 1D6 of the demons appear in the summoning octagon, and must be bargained with. No member of the horde may be individually bound. When the time comes for the demons to fulfill their part of the bargain, the summoners can attract 1D100/2 members of breed, who proceed to do whatever they were bargained for. This is usually something tremendously destructive. While this varies from demon to demon, the price paid for their services is usually paid before the time when they are needed. This price is normally quite gruesome, and GMs are encouraged to come up with something nasty in return for a large number of demons (blood of babies, innocent souls for every demon called, etc.).

INSECT EYES (3)

The demon has large, multifaceted eyes that allow it to see to its sides and rear as well as forward. The facets are semi-globular, and mounted toward the top of the demon's head, so that it sees in every direction except directly underneath. The demon's range of vision remains equivalent to humans. Fog, smoke, and darkness hamper its sight. It is especially vulnerable to clouds of dust, since it has no eyelids. The cast for this ability is fixed at three magic points.

KNOWLEDGE

The demon listens to a specific question concerning the physical world, then vanishes to seek the answer. It reappears in 1D8

hours to answer or to report that the answer could not be found. The question must concern a specific category of intellectual knowledge ("things that hop," "legends of Shadow," etc.) to which a systematic answer exists. The question must concern the plane to which the demon has been summoned. The demon has no way to learn personal secrets, hidden locations, or similar kinds of private, one-of-a-kind knowledge. The demon's chance to answer starts at INTx3%. If it fails, it knows it has, and reports failure. On a result of 99-00, it mistakenly reports the wrong answer. The magic point sacrifice for this ability is fixed, at 10 magic points.

LEAP

The demon has frogs' legs, a springy tail, or other physical means which lets it safely leap. It hops horizontally for five yards or leaps vertically for three yards per magic point invested. This ability is unaffected by wearing armor. It can carry one passenger if the summoner sacrifices magic points equal to half the passenger's SIZ.

LEECH (*varies*)

This ability adds a set of octopoid-like suckers to the demon's belly, which aid in controlling the victim. The demon drains 1D2 Strength from the target each combat round, adding one point to its own STR with each success. Each attack has a chance to succeed equal to the Roll Table listing for the number of magic points invested. Recalculate the damage bonus.

Armor does not defend against this ability, which needs only to touch the victim. The magic point cost of this ability varies with the chance for success.

LIFT

The demon can lift and carry three times its STR for an hour, then must rest for ten minutes. If walking, its rate can be up to MOV 8. If it is lifting itself, it moves through the air at MOV 15, then must rest for ten minutes.



The sacrifice for this ability is fixed, at three magic points.

LOCUSTS

The demon manifests itself as a cloud of locusts, milling to compose a vaguely human form. This demon may not have any other ability. Attacking, it enfolds itself around a single target, its hungry mouths doing 1D8 damage per round automatically. Any sort of armor helps defend against this attack. Ordinary or magical physical weapons do not affect it, but a flame attack or immersion in water causes the demon to retreat. An attack that lowers the demon's hit points to zero dispels the demon. The magic point sacrifice for this ability is fixed, at 10 Magic Points.

MANIPULATE

Allows the demon to create a simple physical object or to repair or revise it in an hour. Define "simple" as that work achievable by an average human craftsman in seven days and seven nights of unceasing labor. The demon must be equipped at least with DEX, STR, INT, and at least 1 point of SIZ. The demon's chance for success is 10 percentiles per magic point sacrificed for the skill.

PARALYZE

The range is touch. The demon attacks the target's CON with its own, via the resistance table. With a success, the demon paralyzes the target. The victim cannot move, but can think normally. Paralysis ends when the target's player can roll CON x1 or less with D100; he or she can try each round. If the target carries or wears an object-bound demon, the demon is unaffected- this ability hits one target at a time. If the target was a bound demon, the demon could not attack while paralyzed. The magic point cost for this ability is fixed, at seven magic points.

PORTAGE (10)

At the will of its master, the demon can transform itself into a multiple-legged beast of burden or become a boat that swims itself along. As much as possible it retains its original appearance, expression, and disposition. In either case, it carries a SIZ of passengers or cargo equal to its STR, but its SIZ and CON must always exceed its STR. For instance. A demon of SIZ 20, CON 21, and STR 21 could carry passengers or cargo of up to SIZ 20.

The demon can keep a steady course at MOV 8 for combat rounds equal to its hit points, When that number of rounds have passed, the demon must rest for a round, then spend a hit point. It may begin movement again, its new duration one combat round shorter each cycle. Reaching one hit point, however, it halts and refuses to move further until all hit points are restored. The cost for this ability is fixed at ten magic points.

QUILLS

Hurls ugly-looking mottled black quills about a forearm long, each equipped with nasty harpoon-like barbs. Each hit does 1D8+1 damage. Base range is 10 yards per magic point invested. The demon has as many quills as magic points sacrificed for the ability. It can fire a quill at five-DEX-rank intervals. Pro-rate the regeneration of the quills over 24 hours, as with magic points. Armor defends against the quills.

REGENERATE

Automatically restores one hit point per round on its DEX rank, never more than that. The demon contributes these hit points only to itself. The magic point cost for this ability is fixed, at three magic points.

REMEMBER (varies)

Allows a demon to remember and reproduce a complete copy of a grimoire or other tome.

The demon also must have the Knowledge ability and the Scribe skill. The process takes a day, and plenty of paper and ink. The demon grows a quill pen on a finger. The demon can recite exact passages from the book when needed. On a roll of 99, 00, the book or recitation is faulty.

It can memorize that number of books equal to the number of magic points invested in its Remember ability. If the demon is rebound to another, then the books it holds become accessible to him or her.

SCENT EMOTION (3)

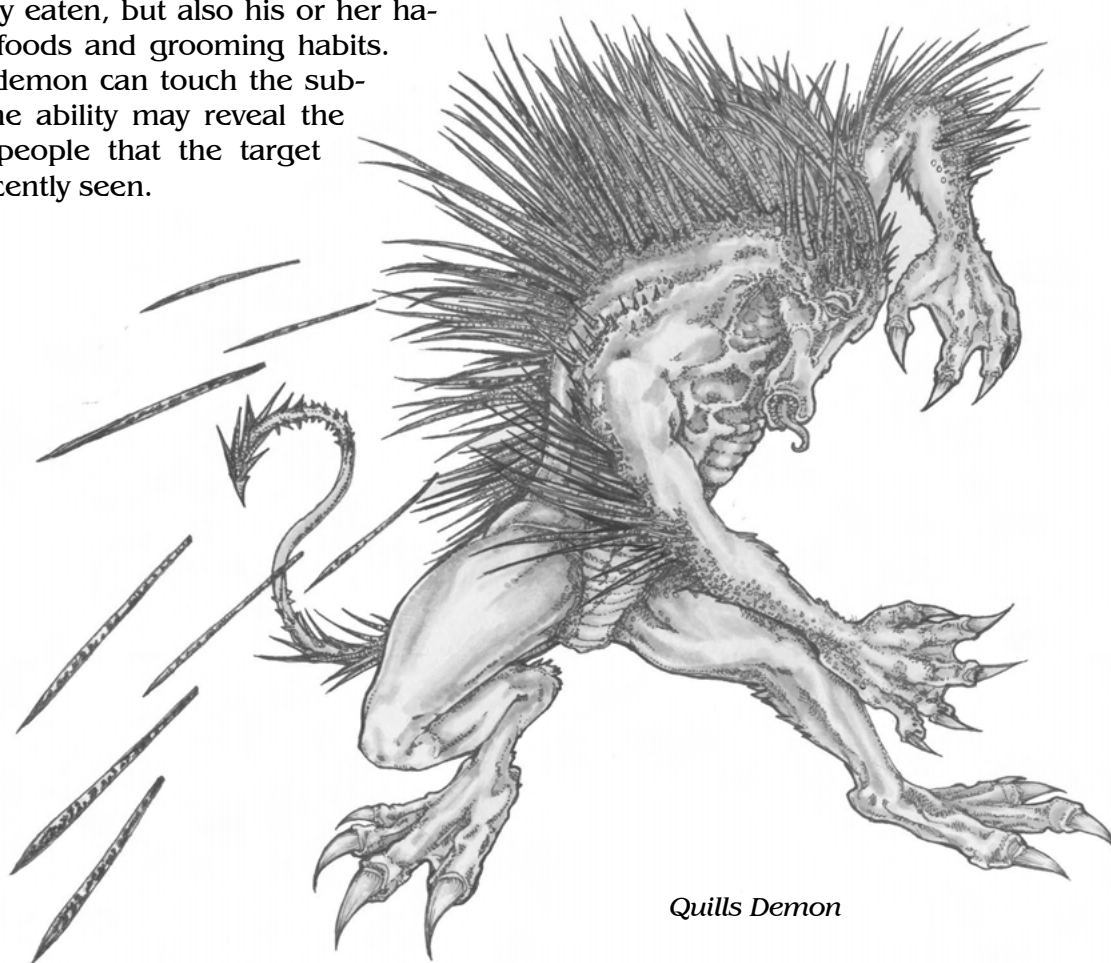
Within twenty yards, the demon is able to scent strong emotions from living creatures. Detected emotions are typically blunt: fear, lust, greed and envy, hostility, and rage.

Complex subsets of scents indicate the more subtle presences of various diseases and infections, and in some cases the demon knows not only what the person has recently eaten, but also his or her habitual foods and grooming habits. If the demon can touch the subject, the ability may reveal the other people that the target has recently seen.

Use the Roll Table to determine the chance that the demon correctly distinguishes the emotions. A result of 00 always indicates no effect. The cost for this ability is fixed at three magic points.

SEE

The demon can distinguish things far away, such as the identity of a distant rider, the deployment of troops, or an inscription on a wall. It reports what it sees. Its ability to do this starts at CON x5%. Dust, fog, smoke, or darkness does not block its vision. If bound into an object and worn, the binder can see in this fashion. Within a yard, the demon can see larger than life, up to ten times. Only on a result of 99-00 is its report flawed or wrongly perceived. The magic point sacrifice for this ability is fixed, at three Magic Points.



Quills Demon

SEE SOUND (3)

The demon emits high pitched sounds which races of this plane cannot hear, but which it hears reflected from nearby objects and surfaces. This gives it a mental map of the area in all dimensions for about 100 yards. It sees movement as easily as stationary items, and is able to fight or accomplish most other tasks as if it could see. It cannot read words on a paper, though it could read inscriptions in stone. Darkness does not affect the demon, nor do dust or fog but smoke sometimes has a choking effect.

The cost for this ability is fixed at three magic points.

SEER

The demon can Scan through and choose to witness times in the past. It always experiences the past from where it stands, so the sorcerer must move it to the location needed. For each magic point sacrificed, the ability reaches back one year further into the past. The chance for success equals POWx5%; a result of 99-00 always is faulty, cryptic, or indistinct. Each scan through a past year takes about an hour. If the demon is bound into an object, the binder sees with his own eyes.

SHAPECHANGE

Once per 24 hours, the demon can alter its form to resemble some living thing of the physical world. The shapes to be changed to must be chosen at the time of summoning, since each guise costs a magic point. The physical characteristics of the demon do not change, so the demon could be a gigantic canary, but without MOV-Fly would be a grounded gigantic canary. The demon also could look like a human, elven, etc., but not any person in particular. The demon cannot be bound into an object. Success is automatic; duration can be any amount of time. The magic point sacrifice for this is fixed, at 1x demon SIZ for the ability, plus any number of magic points for any number of shapes.

SLEEP

Causes the target to feel irresistibly sleepy. Needs a successful roll of demon POW to target CON on the Resistance Table. Failing, do not repeat the attempt for an hour: succeeding, the target falls asleep for 20-CON hours, or for one hour, whichever is more. Range is sight. The sacrifice for this is fixed, at five magic points.

SMASH

The demon hurls itself against a target: the Roll Table correlates the magic point sacrifice with the chance to hit and attack damage. Add the normal damage bonus. Shields and armor defend against this damage, but any successful Smash does knock-back (see the Spot Rules chapter). This ability never does more points of damage than the demon has points of SIZ. The demon never incurs damage from its own attack.

SNOUT

Provides the demon with an animal-like snout that gives it the ability to track by smell at a chance of CON x5 %. On a result of 99-00 it loses the trail utterly, or starts following the wrong person. Unlike the skill Track, the Snout ability can trail substances that have no odor, such as diamonds or gold. The sacrifice for this ability is fixed, at three magic points.

SOUL SIGHT

With this ability, the demon can pick out life of POW 3 or greater. The range is that number of yards to the demon's POW times the magic points spent for the ability. In terms of equal, greater, or less than itself, the demon also can gauge the POW of an individual.

SOUL TRACK (10)

Having encountered a person, another demon, or a spirit, a demon with this ability can sense the recent passage of that soul before or after death, and track its movement while it remains in the world. The de-

mon has no way to predict the movement of the soul, only its present location. Occasionally, large confluences of souls (such as in cities or armies) partially block Soul Track. The demon then needs a D100 roll of INT x3 or less to find the right track again. The cost of this ability is fixed at ten magic points.

SPAWN (10)

The demon must also have some way of draining away characteristic points from a target (i.e. Drain Soul, Exsanguinate.) The demon can use points drained either in the way its ability describes, or it can use the points on a one-to-one basis as magic points for creating new demons.

For example, if a demon were to drain 8 magic points from someone with a Drain Soul attack, it can use those 8 magic points to birth a new demon worth 8 points from itself. Points can be stored up for ten rounds, and then must be spent or used in some other way.

Demons created in this manner are not bound to the owner of the parent demon, and will continue to grow as time goes by. These baby demons must have the same method of characteristic draining as the parent demon, and can use gained points to increase their own characteristics/abilities until it matches the parent demon. Once it has also learned the Spawn ability, the child demon will be able to spawn new demons itself.

SPIT FILTH (varies)

The demon spits globs of flesh, splinters of bloody bone, hardened mucus, and the like, one ghastly pulse per combat round. As it does this, it visibly shrinks, for each attack temporarily costs it 1 SIZ point reduced to SIZ 8, its internal munition is exhausted. But in the following round, it visibly wells. Two SIZ points are regenerated each combat round that it does not fire. Determine damage and chance to hit using the Roll Table. Each magic point spent for this ability increases range by one yard, with a maximum of twenty yards because of the media of the attack.

The Summoner's Art

SPRAY VENOM (varies)

The demon ejects a spray of poison from sacs in its mouth. The poison causes burning and dizziness in the target, and is a ranged attack against a single target. The potency of the gummy secretion is the same at any range.

Determine the POT of the poison from the Roll Table. If the target fails to successfully match CON:POT on the Resistance Table, he or she loses hit points equal to the POT as damage. Range equals one yard per magic point spent on this ability, with a maximum of ten yards because of the media in the attack.

STINGER

The demon comes equipped with a prehensile stinger of up to two yards in length. It does 1D8 damage to a target. The Roll Table and the magic points sacrificed decide the chance to hit. An attack that wounds the opponent also does venom damage, in hit points equal in POT to the demon's CON. Roll CON:CON on the resistance table. With a success, the attack costs the target the demon's CON in hit points. With a failure, the target loses half the demon's CON in hit points, but is immune to further Stinger venom attacks from that breed of demon.

SUTURE

The demon magically seals and restores the hit points for wounds left by weapons, tools, claws, and so the ability does not work for internal injuries, burns, poisons, or asphyxiation. The target can be the summoner or someone designated by the summoner. The demon cannot sew up beings from other planes, including itself. Range is touch. Suture is complementary with the skill Physik and the spell Heal. Hit points restored per wound equal the magic points sacrificed for the ability.

TELEKINESIS (10)

Without physically touching, the demon is able to lift and move an object or person



at a distance. The demon's POW equals the maximum SIZ of the thing to be moved, and also the maximum distance in yards that the demon may be from the thing to be moved. The thing itself may be moved any distance, but it falls if it exceeds that range in yards from the demon. The demon can suspend or move one item per combat round and 1D8 items total, then must muse to rest for 1D8 rounds. Then the process can begin again. With a successful Luck roll, the demon does not need to see either the object at its starting point, or where it is to end; if the roll fails, the thing or person falls to the floor and may be damaged. Though the demon can psychically feel into spaces it cannot reach (such as a vault), telekinesis cannot be performed through intervening walls. There must be physical room for the object to pass. Telekinesis is also slow. The maximum speed of an object equals the demon's POW in MOV, so a demon of POW 16 could 'hurl' something at about twice human running speed, or about forty miles per hour, roughly half the speed of a thrown rock. As an approximation, halve any damage based on Throw. The cost of the Telekinesis ability is fixed at ten magic points.

TELEPORT

Within the physical plane, the demon can teleport itself and passengers or cargo of total SIZ up to its STR. It will not arrive closer than a hundred yards to an individual of POW greater than its own. The disorienting trip takes only a few seconds. Subtract 1 CON from the demon for each trip it makes: when the demon's CON reaches zero, it has expended itself completely and perishes. The magic point sacrifice for this ability is fixed, at 10 MP.

TENTACLE

The sinuous, slimy, sucker-tipped tentacle can grasp and crush for 1D8 damage per combat round. The chance to hit increases by 10 percentiles per magic point sacrificed for the ability. Armor does not defend against this attack.

TONGUE

The tongue hits the target with a chance equal to the number of magic points sacrificed. Its range in yards equals the number of magic points sacrificed for the ability. Hitting, the tongue retracts and pulls the target to its mouth with a strength equal to the demon's damage bonus. A target can wriggle free with a successful STR:STR roll on the Resistance Table. Failing, he or she is swallowed whole, and in the next combat round takes stomach acid damage commensurate with the Roll Table. The demon must be at least three times larger in SIZ than the thing it tries to Tongue, or it cannot swallow the target.

VENOM

The demon is poisonous. Combine this power with another attack form, such as Bite or Claw. If the attack is successful and penetrates the opponent's armor, it does venom damage of POT equal to the demon's CON. Roll CON:CON on the resistance table. With a success, the attack costs the target the demon's CON in hit points. With a failure, the target loses half the demon's CON in hit points, but is immune to further Venom attacks. The magic point sacrifice for his ability is fixed, at 10 magic points, in addition to the sacrifice for the base attack form.

VOMIT ACID

The demon regurgitates stomach acid. This is an aimed attack against a single target, potentially damaging weapons, armor, and adventurer at once. The gelatinous contents do the same damage at any distance. Use the Roll Table to correlate magic points sacrificed with acid damage. The range in yards equals the magic points sacrificed.

WARD

A ward is a magical agreement made among demons to join in defense against attacks of a specific type. Such a defense is proof against nearly anything.

- To create a ward, spend ten magic points and some additional payment or exchange defined by the gamemaster, and never easily obtainable.
- Striking the demon, a warded weapon always breaks, even if a demon weapon. Roll damage for the attack as if the attack hit, but subtract the hit points from the attacker. Wards are supernatural: armor, shields, and parries do not absorb, deflect, or lessen the reflected damage.
- A ward can be made against any one earthly attack or demonic ability. In game terms, make a ward against one class of weapon, as defined in the combat chapter.
- A demon may have one ward per eight points of POW.
- A warded thing cannot attack until first attacked.

WEB

The demon extrudes strands as sticky as spider webbing; these wind around and immobilize the target. To escape, the target or

a rescuer must cut the strands. The strands have STR equal to the Roll Table damage for the magic points invested in the ability: thus a 3-point Web strand has STR of 1D6. The range of this ability is one yard per magic point sacrificed.

WINGS

The range is self. The demon can fly anywhere on the plane of the Physical world, flapping enormous wings. Airborne, it flies at speeds up to fifty miles an hour. For stability, its SIZ and STR must be within five points of each other, and have at least DEX 10. It carries passengers or cargo equal to $\frac{1}{2}$ STR. The magic point sacrifice for this ability is fixed, at 10 magic points.

ELEMENTALS

This section expands on the rules for elementals found in the *Magic World* core rule book. The statistics for elementals in this book differ from those in the *Magic World* core, and are redesigned to be more modular, and customizable by the summoner. Chroniclers and players should agree as to

Vomit Acid Demon



whether this material replaces the original material.

Of the four elements, earth, air, fire, and water, one family rules each. Greater and lesser elementals exist, and these can be summoned, which renders such elementals visible and humanoid. They act in ways corresponding to the elements from which they spring. Summoned elementals are often friendly and sometimes polite. Sorcerers who have murdered or enslaved elementals get no cooperation.

Elementals resemble humans in what they can do. They attack and parry physically. Calculate their damage bonuses and magic points as for humans, but do not average to get hit points—hit points equal the sum of SIZ and CON, undivided by two.

Elementals cannot be wounded with physical attacks. They immediately reform after the blow passes through. Magic, demons, enchanted weapons, etc. do only magical damage. For instance, a hit with a sword bearing Sorcerer's Razor 4 does four points of damage to undine, sylph, salamander, or gnome. Demon attacks likewise do magical damage, including any damage bonus for the demon, but no damage comes from any physical component—ordinary weapon damage or adventurer damage bonus.

Elementals have gender: both sylphs and undines have female forms, only gnomes and salamanders are spoken of as male.

Point Costs for Elementals

1D6 STR, CON, SIZ, INT, POW, or DEX—one magic point.

10 percentiles of a skill—one magic point.

MOV—movement rates for lesser elementals are fixed: see the statistics for the lesser elementals.

Bind an elemental—no extra sacrifice.

Bind an elemental eternally—not possible.

ELEMENTAL ATTACKS AND PARRIES

Find attacks possible to all elementals in the average lesser elemental statistics. As for demons, use the Roll Table to correlate the magic points invested with the skills and damages for the attacks. Drowning and suffocation occurs according to the spot rules in the core rules.

Gnomes are affected by physical attacks. All elementals can be wounded or slain by magic, enchanted weapons, and demon weapons, or by attacks from other elementals. A physical weapon with a spell on it would do only the spell's damage to the elemental.

An elemental can parry an attack by a magical weapon. It loses hit points only from that damage exceeding its current hit points.

Table of Elementals

Name of Element	Name of Elemental	Typical Behavior	Pathway Spell
Earth	Gnome	Stubborn, Persistent	Gift of the Earth
Air	Sylph	Talkative, Energetic	Wings of the Sky
Fire	Salamander	Touchy, Idealistic	Flames of the Sun
Water	Undine	Confident, Patient	Bounty of the Sea

- A lesser elemental totals not more than 24 D6s of characteristics, including 3D6 in POW. No attack or other skill ever exceeds 100 percent.
- A greater elemental totals at least 25 D6s of characteristic, including 4D6 in POW. Attacks and other skills may be 110 percent or higher.

PROCEDURE

Summon an elemental by learning the Summon Elemental spell from written records, from another sorcerer, or by gift of a deific power.

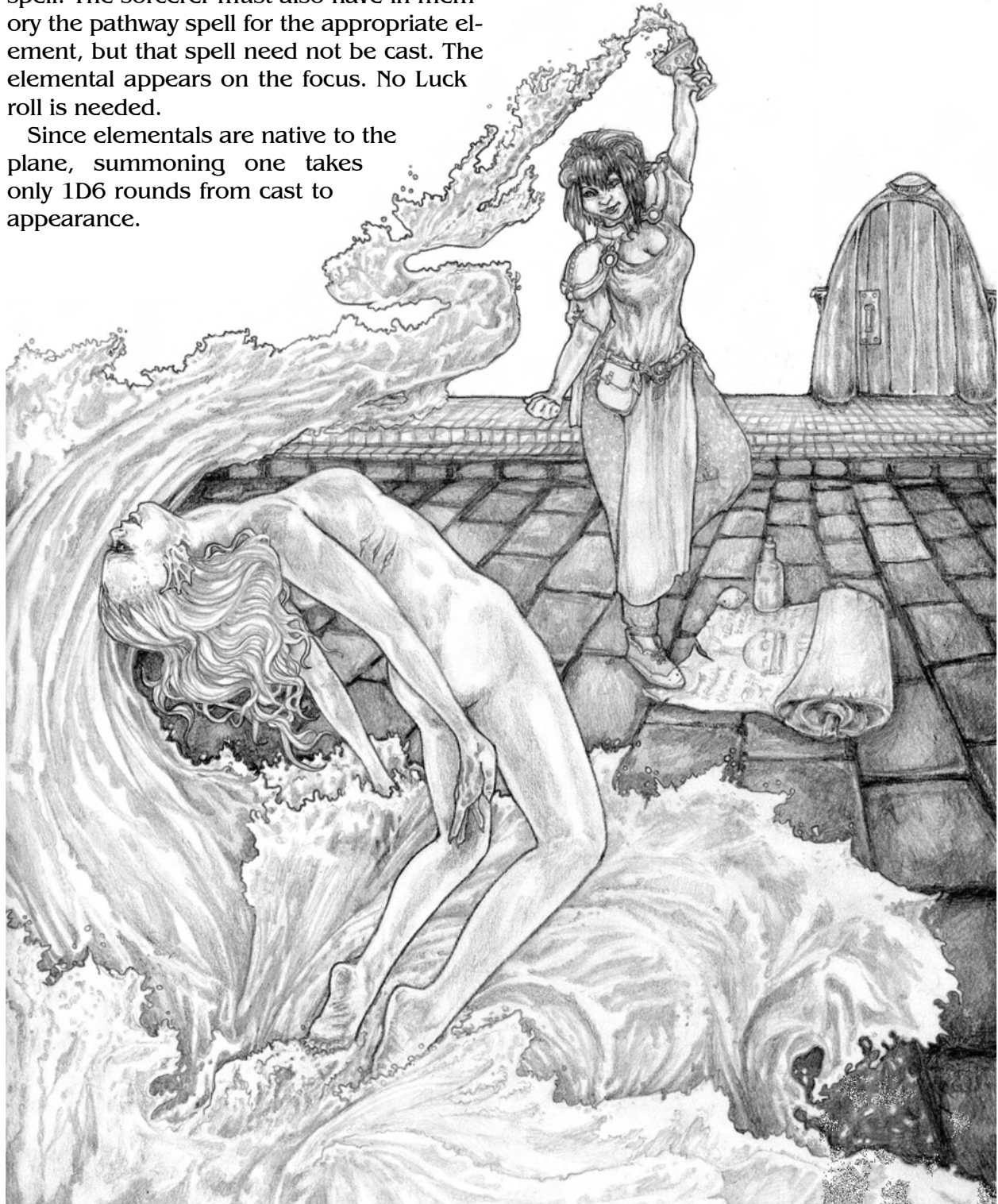
Inscribe the rune or sign as a focus being for the element summoned. Then cast the spell. The sorcerer must also have in memory the pathway spell for the appropriate element, but that spell need not be cast. The elemental appears on the focus. No Luck roll is needed.

Since elementals are native to the plane, summoning one takes only 1D6 rounds from cast to appearance.

SIFTING

The statistics for average elementals represent the minimum entities summonable. Sacrifice more magic points in exchange for additional points of characteristics and

Clarissa summons an Undine



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skills. Any skill on the adventurer sheet is available, but attacks are limited to those listed in the elemental's statistics.

Greater elementals can add other weapons, as appropriate to the element. A greater air elemental might buffet and bash with extreme drops and rises in air pressure, a greater fire elemental might hurl lava or brandish a pillar of fire, a greater water elemental could stir up whirlpools at sea or wield various weapons of ice, a greater earth elemental could brandish weapons of stone or pure metal, and so on. Correlate the damages done by such attacks with the percentiles purchased for the attack skill, according to the Roll Table.

- Lesser and greater elementals have no spells or abilities akin to those of demons, but they can have human or human-like skills. Try to make the skills appropriate to the element.
- MOV equals up to one-half DEX, but never more than 14 for lesser and greater elementals. The MOVs are fly for air, burrow for earth, run and jump for fire, and swim for water. Only one MOV mode is available for an elemental. All elementals can move and act on the surface of the ground.
- Gnomes and salamanders cannot swim in the sea or stand on its surface, nor can sylphs long exist below the water's surface. Undines and gnomes cannot long exist in fire.
- Elementals travel at full speed within their element, or upon the surface of the earth.
- Elementals cannot use armor.
- Calculate elemental hit points as the sum of CON+SIZ, and do not halve the result.

NEGOTIATING

Successfully summoned, an elemental will negotiate to do one task for the summoner. The nature of the task should not be self-

destructive or contrary to the interests of that element. For instance, an earth elemental would agree to dam a stream, but would not agree to cut away earth in favor of a watery moat. The task completed, the elemental vanishes. Elementals prefer negotiation to being bound.

BINDING AN ELEMENTAL

Binding an elemental never costs Power. Binding takes place after a successful POW:POW roll on the Resistance Table. Binding an elemental contradicts natural law: subtract a point from the sorcerer's Balance box, even if that creates a negative amount in the box. The act of summoning already will have added a point to the summoner's Shadow box. Unlike for demons, no Power cost for binding elementals exists.

Having been bound, the elemental does not change in appearance, but there is no joy or eagerness in it, and it volunteers nothing.

Bound, an elemental performs a succession of simple tasks, limited to a number equal to its CON. For each task completed, lower the elemental's CON by one (its hit points also change). At zero CON, the elemental dies: the salamander turns into ash and embers, the sylph transforms into blowing smoke, the undine foams and evaporates, and the gnome crumbles into a mound of dust.

Working an elemental to death adds the dead elemental's POW in points to the sorcerer's Shadow or Light box, as appropriate.

By "simple task" we intend tasks appropriate to the elemental and of a scale (for lesser elementals) which could be accomplished by seven humans working nonstop for seven days and seven nights, or less. The work of a greater elemental is comparable to that of seventy humans, all working nonstop for seven days and seven nights, or less.

OBJECT-BINDING, ETERNAL BINDING

Like a demon, an elemental may be object-bound, but constraining and confining what should be free perverts the Balance: re-

move five points from the Balance box, even if that means going into negative numbers.

A ring, an amulet, a staff, etc is designated as the focus for the elemental, and that element's rune must be engraved upon it. Object-bound, the elemental appears at bidding from the focus, as though poured out or exhaled, and returns in the same fashion having completed the task.

Elementals cannot be bound eternally.

TRUE NAME

Only the summoned elemental itself can teach the sorcerer its True Name. Once granted, that elemental appears ten DEX-ranks after being called, if still in existence. Great sacrifice and service to the Balance will be required by the elemental before he'll give up his name to a mere mortal.

DISMISSAL, RE-BINDING

An elemental is dismissed instantaneously and without cost, when its summoner wishes. Only the summoner of an elemental may dismiss it.

An elemental may not be bound over to a second person.

AVERAGE LESSER ELEMENTALS

These statistics represent the minimum elementals that can be summoned. Sacrifice additional magic points for more percentiles of skill or points of characteristic.

GNOMES (EARTH)

They are the dullest and least sensate of the elementals, and are inclined to be surly and withdrawn. Gnomes are as stiff and strong as moving statues (though not as big), and they are ill-suited for tasks needing dexterity. In appearance, they are randomly of stone, mineral, earth, or of some mixture of the three. Gnomes grow mosses on their heads for hair, or coat their heads with crystal or oxide, or cap them with jagged pebbles.

Because they are of the earth, gnomes know its lore, and thus can identify the best places within sight to look for particular min-

erals or gemstones. They can guide adventurers to find the lowest mountain pass, find an exit or entrance to a cavern, and so on.

Because they are one with the earth, gnomes can sink into or rise out of earth and stone at will, and can travel through it at surface speeds. If it wishes, each can take a human with it to safety, escape, or to a terrible entombment far below the surface of the earth.

Many gnomes might join to produce an avalanche, a sudden deep slump in the earth, a local earthquake, or similar phenomenon. The amount of earth and stone displaced equals in SIZ the STR of the gnome or gnomes involved.

In battle, the substance of each gnome is shield-like. The gnome absorbs and loses hit points only if the damage exceeds its hit points.

To be able to summon a gnome, the summoner already must know the pathway spell, Gift of the Earth.

Because of an ancient feud between their rulers, gnomes and undines are hostile to each other. A gnome or undine can seize and automatically destroy the other at the cost of its own existence.

GNOME, lesser elemental, humanoid, squat and graceless

<i>Characteristics</i>	<i>Averages</i>
STR 5D6+12	30
CON 3D6+6	20
SIZ 3D6	10-11
INT 2D6	7
POW 3D6	10-11
DEX 2D6*	7

MOV 8

Average HP 30-31

*maximum possible DEX.

Average Damage Bonus: +2D6.

Weapons: Brawl* 20%, damage 1D4+db**

Earth Hammer* 20%. damage 1D4+db**

*armor protects against these attacks.

The Summoner's Art

** relate attack damage and skill percentiles according to the Roll Table.

Armor: none, but for the first blow striking it each round, a successful Luck roll for the gnome breaks any ordinary weapon, including one with a spell on it, and the gnome takes no damage. Demon weapons and enchanted weapons do not break.

Skills: Evaluate 20%, Natural World 20%, Summoner's Language INT x2%, Ways of the Earth 60%.

Total Magic Points Spent: 28.

SYLPHS (AIR)

Elegant and prim, sylphs manifest as semi-transparent females, some in fluttering gowns, and others clad in nothing at all. Even without breeze, their long hair continues to wave and eddy. Sylphs are the most talkative of elementals. They range freely through the air, laughing and overhearing conversations. Since the air moves constantly, sylphs are everywhere and see everything. They like to talk about it, but they have little concept of time. A day or a century is all the same to them.

Coarse words and rowdy or brutal behavior offend them. A sylph can produce a breeze which can move an object or objects equal in SIZ to its STR, for minutes equal to its CON. Then the sylph must rest for an equal time. Lesser sylphs can add their characteristics together to blow harder. For storm winds that can topple trees, the summoner should call up a greater sylph.

A sylph can supply enough air to keep one person breathing. The air lasts for the sylph's CON in minutes, and in that time the sylph's CON diminishes by one each minute. Reaching CON 1, the elemental vanishes, to save herself.

To summon a sylph, the summoner already must know the pathway spell, Wings of the Sky.

Because of an ancient feud between their rulers, sylphs and salamanders are hostile to each other. A sylph or salamander can

seize and automatically destroy the other at the cost of its own existence.

SYLPH, lesser elemental, humanoid, small and graceful

Characteristics	Averages
STR 3D6	10-11
CON 3D6	10-11
SIZ 2D6	10-11
INT 4D6	14
POW 3D6	10-11
DEX 4D6	14

MOV 15

Average HP 21

Average Damage Bonus: +0.

Weapon: Scouring Wind* 50%, damage 1D10**

*armor protects against this attack.

**attack damage always relates to percentiles of skill, as per the Roll Table.

Armor: none, but invulnerable to non-magical attack.

Skills: Know Random Secrets 25%, Listen 20%, Natural World 20%, Summoner's Language INT x2%, Ways of the Winds 60%.

Total Magic Points Spent: 28.

SALAMANDERS (FIRE)

As protean as fire itself, a salamander can assume any shape, though it usually appears to summoners either in human or reptilian form. Flame wreathes all forms, intense enough that a dozen scholars could read by the light of one salamander.

Salamanders are quick to take offense. They are also easily flattered. Their better natures can be appealed to, but they enjoy hunting down and incinerating those who deceive them.

Permanently fiery, salamanders ignite whatever flammable items they touch. They do normal fire damage of 1D6 hit points per

round. Sorcerers can use a bellows or other furnace techniques to raise salamander heat by several times, becoming hot enough to melt bronze or steel.

A salamander also may spit fire for a distance in yards equal to its damage bonus roll; roll anew for each attack. The fires of a salamander are inexhaustible before death.

This elemental also can herd a previously-burning fire, wind or not, if the size of the fire in square yards does not exceed the salamander's POW. The salamander will refuse to extinguish any fire, even if bound, for that would be disrespectful to its element. Fire elementals can link efforts, producing or herding larger blazes.

To summon a salamander, the summoner already must know the pathway spell, Flames of the Sun.

Because of an ancient feud between their rulers, salamanders and sylphs are hostile to each other. A salamander or sylph can seize and automatically destroy the other at the cost of its own existence.

SALAMANDER, lesser elemental, humanoid or reptilian, tall and flaming

<i>Characteristics</i>	<i>Averages</i>
STR 2D6+6	13
CON 3D6	10-11
SIZ 3D6+6	16-17
INT 2D6	7
POW 3D6	10-11
DEX 4D6	14

MOV 12

Average HP 24-25

Average Damage Bonus: +1D4

Weapon: Touch automatic*, fire damage 1D6 per round; Luck roll to put out.

Spit Flame* 50%, damage 1D10 per round **

*combustible materials ignite at touch.

**attack damage always relates to percentages of skill, as per the Roll Table.

Armor: invulnerable to non-magical attack

The Summoner's Art

Skills: Jump 20%, Natural World 20%, Summoner's Language INTx2%, Ways of the Fires 60%.

Total Magic Points Spent: 28.

UNDINES (WATER)

An undine appears as a small, beautiful woman with blue-green skin, nude or clad for swimming. On dry land, her footprints are always wet, and her skin is always dewy with water, as though just emerged from the sea. Within water, the undine is invisible, though she can speak in normal tones.

Undines are the least capricious and most deep-thinking of the elementals, and are sometimes interested in conversing with mortals. Conversations tend to be serious, long-winded, and inconclusive.

An undine can restore and revive a person dying of thirst, at a cost to her of 1 CON point per person. This elemental could buoy a person far enough out of the water to up to twice her STR in SIZ. She can tow a person or object through the water at her maximum MOV.

Several or many undines might join to produce a flood, a tidal wave, a river emerging from nowhere, rain from a cloudless sky, or similar phenomenon. The amount of water displaced equals in SIZ the STR of the undines involved.

To be able to summon an undine, the summoner already must know the spell Bounty of the Sea.

Because of an ancient feud between their rulers, undines and gnomes are hostile to each other. One may seize and automatically destroy the other at the cost of its own existence.

UNDINE, lesser elemental, humanoid, small and watery

<i>Characteristics</i>	<i>Averages</i>
STR 3D6+6	14
CON 3D6+6	14
SIZ 2D6	7
INT 4D6	14
POW 3D6	10-11
DEX 3D6	10-11



MOV 12**Average HP** 10-11**Average Damage Bonus:** +0.**Weapon:** Ice Spear* 50%, damage 1D10+DB****Drown by Touch** STR x3%, immediate drowning damage

*armor protects against this attack.

**attack damage always relates to percentiles of skill, as per the Roll Table.

Armor: none, but invulnerable to non-magical attack; any metal weapon striking an undine immediately rusts and dulls to uselessness.**Skills:** Natural World 20%, Oratory 20%, Summoner's Language INT x2%, Ways of the Waters 60%.**Total Magic Points Spent:** 28.**SPOT RULES FOR DEMONS****ABILITIES AND ATTACKS IN A ROUND**

Bound in its own form, a lesser demon can use one ability or skill per round. A greater demon can split skills of 110 percent and more, as adventurers do; separate the attacks by five DEX-ranks, as per humans. A greater demon can use more than one ability or an ability more than once in a round, once per five DEX-ranks of the demon.

Bound into an object and if a lesser demon, the binder wields it with his or her Dexterity. Only the binder can prompt the magical effects of the demon. To anyone else, the object is ordinary.

Bound into an object and if a greater demon, use the higher Dexterity, whether the binder's or the demon's. Again, only the binder gets the benefit of the demon's magic-to anyone else the object is ordinary.

APPEARANCE

Bound into an object or not, the demon's or the object's appearance should always represent or symbolize in some way the abilities it has. Straight-forward appearances, such as for *Cling*, are described. For other abilities, use symbolic appearance. For instance, *Absorb Missile* could be represented by small dimples or craters that appear and then dissolve on the demon's skin. Such representations can be cryptic and riddle-like.

BASE RANGE

Base range for an ability is equal in yards to the number of magic points invested in the ability, unless stated otherwise. Applies to missile and to energy attacks.

BINDING STATUS

Unless a demon has a physical form, it must be bound into an object or place.

BREAKING A DEMON ITEM

A demon item is a shield, armor, a weapon, or other object within which a demon has been bound. Bound in an item, a demon has no hit points except those of the item. The bound demon defends with abilities. Whatever the item, and whether or not it is designed to parry, demon points must be exceeded before the item is subject to damage. Calculate such damage as per ordinary combat rules. When a demon item breaks, the demon dies and the broken item becomes entirely normal. The shards or fragments of the object are entirely normal refuse.

CHANCE TO HIT OR TO ACHIEVE THE EFFECT

It usually equals the number of magic points invested in the attack or ability times 10, expressed as a percentage. Some abilities have fixed chances, as described therein.

CHARACTERISTICS, MINIMUM

Every demon must have INT and POW. Object-bound demons usually have only INT and POW, plus any other characteristics necessary to define their abilities. Demons bound in their own forms, or free demons have STR, CON, SIZ, INT, POW, DEX, and (in the case of human-seeming demons) APP.

COST OF ABILITIES AND SKILLS

Abilities and skills are available only in ten-percentile lots. Each ten percentiles cost a sacrifice of one magic point.

DAMAGE DONE BY ATTACK

If not otherwise stated, correlate the magic points invested in the ability or attacks with the corresponding die roll on the Roll Table. Thus a hit at 70 percent always does 1D10+1D4 points of damage, as shown on the Roll Table.

DURATION OF EFFECTS

Unless otherwise stated, make attacks just as with humans. Parries work in the same fashion. See particular abilities for other sorts of durations.

EFFECT OF ORDINARY PHYSICAL ARMOR

Unless noted otherwise, it has normal stopping power against abilities.

EFFECT OF BEING BOUND INTO AN OBJECT

No change in the ability, but the object must represent the ability (an amulet depicting a disgorging mouth for Vomit Acid, for instance). The adventurer should need to compensate each time using certain physical abilities. With Leap, for instance, the adventurer should need a compensating Jump or DEX roll to stay upright after the leap.

The Summoner's Art

EXPERIENCE

Demon skills increase with experience, but demon abilities and characteristics do not. On a demon's home plane, they might. Abilities are unnatural here and will not increase of themselves.

FUMBLES, MISSES

Works for demons as it does for adventurers. If 100 percent or less, a fumble always occurs with 99-00. If 110 percent or more, a fumble occurs only with 00.

HIT POINTS

A demon in its own form does not regenerate hit points on the plane of the Physical world. It can do so on its own plane. Exception: the ability Regenerate allows a demon to heal on this plane.

A bound demon has the hit points of the item; it has no hit points of its own.

NUMBER OF ATTACKS

If discrete attacks use some sort of ammunition (as does Vomit Acid or Quill), the number of attacks possible equals the number of magic points invested in the ability. Exhausting those attacks, the demon has no further capacity with the ability until one attack regenerates. That first attack always regenerates at the end of the first game hour. The rest return in pulses, one-fourth of them at the end of every six game hours.

See also Abilities and Attacks in a Round, on page 66.

OTHER PLANES

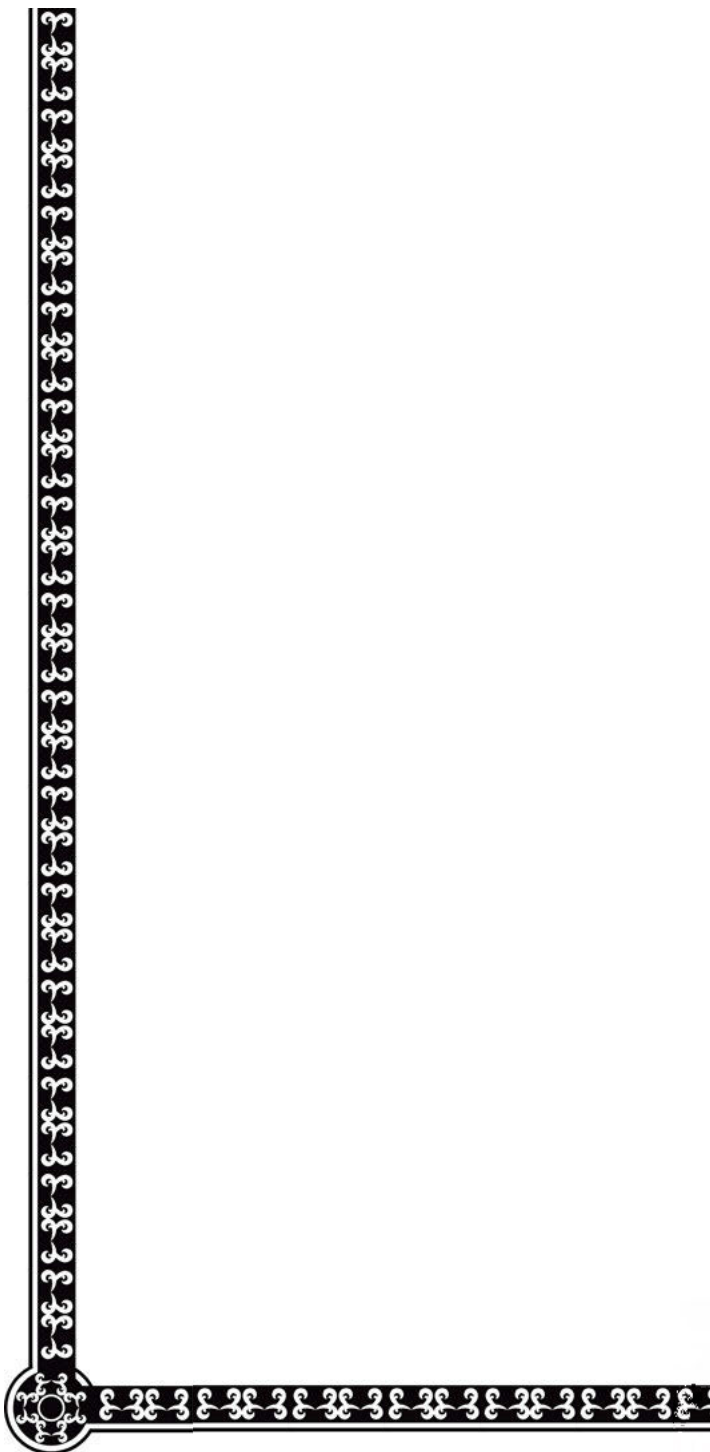
A demon bound into an object or place cannot be sent by itself to another plane; it is bound here, and must remain here. However, it can accompany its master to any plane, if object-bound.

A demon bound as itself, or a free demon serving under terms of negotiation, can be sent to another plane.



PARRIES

As with humans, the demon must have something to parry with, such as a sword or shield. If it does not, it takes damage from a successful parry, as if you had blocked a sword with your arm or hand.





Of the many magical traditions, none is thought more dire—nor viewed with more contempt—than necromancy. The dead resent all intrusion, and the living know instinctively that the dead are best left to themselves. Yet the dead knew much when they died, and since dying have had eternity to think and converse. Inevitably, some sorcerers crave to learn what the dead can convey.

Necromancy restores animation and intellect to corpses, and animates portions of corpses. It also deals with spirits, souls, ghosts, and other states-of-being after death. A necromancer specializes in speaking with and interrogating the dead, and in restoring thought and action to their physical remains.

Any sorcerer can employ necromancy. But, unnerved by the smells, by the dreadful visions of approaching mortality, and by the keen anguish of the souls that they manipulate, many sorcerers have little stomach for this aspect of the magical arts.

Nonetheless, sorcerers strive to solve the puzzle of enchantments and immortal runes, and to learn secrets lost with time. They seek to duplicate the magic wielded by Champions of the Dawn of Time, to concentrate the energies of elementals, and to expand their own minds and to immortalize their own bodies. The foulest sorcerers seek the formulas and energies that drive undead battalions. Great secrets await those who dare to connive with death.

NECROMANCY

In general terms, there are two schools of Necromantic study. *Philosophical Necromancers* are primarily interested in the spirit world, souls, and the afterlife. *Corporeal Necromancers* are more concerned with power over death and the living dead.

PHILOSOPHICAL NECROMANCERS

These sorcerers summon the spirits of dead lovers to experience piquant sensations of loss and regret. They also raise the spirits of rivals, long-defeated and dead, to torment them for an hour or an afternoon. They wrest secrets from the shades of long dead sorcerers, though no longer to a common purpose. They summon, bind, exorcise, or otherwise affect or afflict spirits of the living and dead. They call forth souls and force them into different bodies, like wine into new bottles, for reasons of punishment, reward, or perverse fantasy.

The most powerful spells are state secrets, known only to a few. Tomes that contain such incantations have titles like *The Grimoire of Unholy Knowledge and Conversations with an Ancestor*.

CORPOREAL NECROMANCERS

These spell-casters pursue only power. Skeletons, abominations, and other undead servants are frequently met with here. It is not easy for adventurers to learn necromancy,

for practitioners of this foul art hold their secrets closely-guarded, and are manically secretive. However, lone necromancers do occasionally wander the world, and they might be coerced into teaching their secrets.

NECROMANTIC SPELLS

Unless noted otherwise, the following spells have the same restrictions, durations, and other parameters as the rulesbook sorcery spells. Necromantic spells are inherently tied to the forces of Shadow. Learning such a spell adds allegiance points to Shadow equal to the MP cost of the spell. In the case of variable-point spells, roll 1D10, and add that to Shadow.

ANIMATE LIMB (2)

Range is 15 yards. This gruesome spell animates one severed limb, usually a hand or an arm and hand, per casting. The thing attacks wherever the sorcerer designates with his or her eyes, so the target must be visible and identifiable at the time of casting.

Araberos, a feared Necromancer



An arm and hand can make Claw attacks at 50%, 1D4 damage, and Grapple attacks to strangle at 25%. See the **Spot Rules** for drowning. A foot and leg might attack with a kick or stomp at 1D3, but probably would make a better diversion. A limb cannot attack with weapons. The animation lasts for the caster's POW in combat rounds, though the duration may be extended with additional castings. Sacrificing one point of POW animates the horror permanently and makes it immune to decay.

Limbs move nominally at MOV 6 and because of their small size allow Hide at 80%. scuttling hands and arms get 80% Move Quietly, but drop this to 20% for feet and legs.

ANIMATE SKELETON (varies + 1 POW)

Range is touch. This spell allows the caster to permanently animate a complete skeleton. Quickening the skeleton costs one POW, plus the magic points needed to define it (just as per demons). Any sort of skeleton may be animated. The bones must be connected by knotted cords to maintain the articulation.

Already, the sorcerer receives a Luck roll. Failure requires another roll, this time on the Necromantic Mishaps Table. All skeletons have INT 3 and are capable only of following their creators' commands. See Skeletons in the Undead section for more information.

ARMY OF THE DEAD (variable)

Range is 50 yards. This dread spell animates all dead bodies within a fifty yard radius of the caster in all directions, for a number of combat rounds equal to the POW of the caster. These mindless dead attack all living beings in the area, including the sorcerer and companions. They cannot be commanded by the caster, nor can the spell be canceled once cast.

Each corpse so animated costs the caster one magic point. The Chronicler decides how many bodies are eligible, unless cir-

cumstance in play make the number obvious. Most likely the caster cannot judge in advance the exact number and is thus unable to determine the number of magic points to be drained. Casters reduced to zero magic points lose consciousness. Each walking corpse has 1D8 hit points and half of its original characteristics, including MOV.

BECOME LICHE (*varies*)

Range is touch. This is an extremely rare spell. Casting it is the climax of a sorcerer's life, because the caster is either changed irre-

vocably, or dies from the ordeal. A successful casting allows the necromancer to become a liche, a fell being with a greatly extended life span. Only a liche has enough time to gather great quantities of POW and INT, and to learn all the multiform ways of magic.

The casting is complex and arduous, requiring eight days of fasting and meditation while surrounded by special herbs and other components chosen by the Chronicler. At the end of this ritual, the caster spends all his or her magic points, then falls onto an impaling dagger and dies with a thrust through the heart. If the caster does not die,

NECROMANTIC MISHAPS TABLE

When casting Animate Skeleton, Create Abomination, Raise Mummy, Raise Revenant, or Summon Ghoul, first attempt a Luck roll. Failing (or with a result of 00 if the Luck percentiles are over 100), roll D100 on this table. Accept the following mishaps or create your own.

Roll	Effect or Consequence
01	Creature lifts its head, tells you a secret from beyond life's curtain, then slumps in death. It cannot be reanimated.
02-10	Creature tells you a secret from beyond life's curtain that is so horrible that knowing causes you to scream out, faint, and lose 1 INT.
11-20	Creature's intelligence wakes, but nothing else. It rolls its eyes, clicks its tongue, but cannot move.
21-30	Only the upper half of the torso animates. The creature can drag itself around, and moan.
31-40	The creature has no brain, and has no guiding intelligence. It stands about stupidly.
41-50	The creature is a mass of spastic, twitching, thrashing limbs. It can walk, but knocks over furniture as it moves.
51-60	The magic is too strong; the body immediately begins to dissolve into noxious sludge, spraying you as it does. The stench clings to you forever: lose 1 APP.
61-70	The magic is so strong that the corpse explodes. You lose 3D6 hit points.
71-80	The creature is in such cosmic pain that its shrieks can pierce eardrums. Make a successful Luck roll or lose 1D8 hit points and your hair turns white. The creature tries to end its existence as quickly as possible, walking into the nearest fire, swallowing acid, jumping from the castle wall, or another appropriate end.
81-90	Creature animates as you desired, but bears a burning hatred toward you. It attacks immediately, and fights until destroyed.
91-99	As per 81 -90 above, but the creature comes back from the grave every 1D8 months, reforming itself from whatever dead flesh is available. To stop the attacks, a great quest must be undertaken, the details of which are left to the Chronicler.
00	The gates of hell open in your laboratory. The wall breaks down, stones roll in every direction, and monstrous demons rush out. Nothing you do stops them. They tear you to pieces, and drag off your twitching remains to the nether hells.

the spell fails: he or she must die in order to be reborn.

Liches are rare: if the Chronicler wishes, simulate the acquiescence of the other world, by a result of 01-10 on D100. Failing this roll, the sorcerer remains really and for truly dead.

Even after learning this spell, a sorcerer typically spends years attempting to divine the intent of Shadow, as it relates to himself or herself. Usually the spell is cast when sorcerers see that death is imminent, and have nothing to lose.

Become Liche allows the caster an unnaturally long life: when the liche's hit points reach zero, reduce its POW by one and restore hit points to maximum. Some versions of this spell require the imbibing of human blood each time hit points reach zero.

When a liche's POW drops to 15 or less, it can no longer cast spells or learn new magic, but Become Liche continues in effect. Reaching POW zero, however, the liche passes permanently into the dark realms where wicked people go. Of course, many ways exist to increase POW. Cruel Chroniclers may create others to supplement what are in the rule book, but force the liche to partake in awful rites to gain increases in POW.

Heal, Suture, and the like have no effect on a liche. Physik works normally. The sorcerer cannot be permanently affected by the rulesbook spell Sorcerer's Soul. See the liche summary in this chapter for information about other changes.

DEATH'S EMBRACE (3)

Range is touch. The target of this spell experiences a deathlike trance 1D8 hours in duration, then slowly wakes and regains normal consciousness. During that time the target does not breathe, have a beating heart, nor betray any other sign of life. Thus he or she could be in a crate, underwater, or concealed in a coffin. Witch Sight or Soul Sight betrays the secret, but only on a D100 roll of INT x1.

ENTROPY (10)

Range is touch. Use of this spell causes its target to rapidly decay. Food rots, wood warps, metal rusts, plants wither, and living beings shrivel from this effect. When cast on a living being, the caster must first make a MP:MP resistance roll. If successful, the spell costs the target 1D8 hit points, and additionally drains 1D3 points from CON. Hit points drained in this manner heal normally, and lost CON may be restored by means of magic or training. When cast on an object, a resistance roll is not needed. When all hit points are depleted, the object becomes dust.

EXORCISM (10)

Range is touch. Using this spell, the necromancer attempts to banish a disobedient or malicious spirit from the caster's current plane of existence. Usually the spirit has taken possession of a living person. The caster intones as many names for the spirit as can be uncovered or guessed at. If the thing's True Name is known, it can simply be commanded gone, and will not return.

This spell requires two hours to cast. During at least part of that time the target spirit must be manifest. The two hours over, make a POW:POW resistance table roll for the sorcerer, using the POW of the spirit as the passive value. During this time, the spirit may try to distract the caster's concentration by causing all sorts of supernatural effects - head spinning around rapidly, tongue snaking a yard or two, body levitating, speaking in tongues—but the spell keeps the target spirit from physically assaulting the caster.

If the roll fails, so does the exorcism. Additionally, a particularly strong possessing spirit may attempt to take over the caster with a POW:POW attack of its own. If the failed roll is also a fumble, the Lords of Shadow send the spirit to a random location from which it might return if the Chronicler desires.

LURE SPIRIT (10 + 1 POW)

Range is sight. Sacrificing one point of POW and ten magic points, the caster lures a spirit or ghost into the body of the target, hoping that it will decide to attempt to possess the target. The spirit may be some disembodied denizen from a plane of hell, a spirit from Limbo or other location, the INT and POW of a madman drifting toward Limbo, an existing ghost, or something else entirely at the Chronicler's discretion.

Roll 2D6+6 to learn the spirit's POW, then match its magic points against those of the target on the resistance table. Each loss in this psychic contest costs the losing spirit 1D3 magic points, but a success allows the spirit to possess the target and manipulate the target's body. The possessing spirit does not gain the target's memories or skills, having to rely upon those from its former life. If the attacker loses all its magic points in the MP:MP struggle, it returns from whence it is summoned.

Though defeated, the target's soul constantly rebels against the invading spirit. At any moment during play, the target can attempt an Idea roll and, if successful, match POW:POW again on the resistance table. Success grants the target control over his or her own actions for 1D8 hours, or until the target sleeps, when the invader seizes control again.

The target's soul is unaware of what the possessing spirit does while in control. Possession can be ended by successfully casting Exorcism.

NECROLOGY (4)

Range is touch. In preparation for this spell, a sorcerer must study each fragment of a body's remains until he or she has memorized all the significant details. After suitable meditation, the sorcerer may cast Necrology to witness the cause of death.

This can be done in two ways. With the first method the necromancer stares into the eyes of the corpse, which shortly causes the cadaver to quiver for a minute (or so it seems to the caster) and describe its death

in its own words. The gist of these words is true, but they may be cryptic or contain lies about specific details.

Alternately, the caster can dimly envision the death by casting the spell and then holding a bone or a hunk of flesh from the target. The nightmarish vision is indistinct and choppy, and lasts about thirty seconds.

The spell works no matter how aged the remains and likewise imparts a good idea of how long ago death occurred.

POSSESSION (varies)

Range is touch. With this spell the sorcerer may take over another's body by forcibly casting out the original spirit. The caster irrevocably abandons his or her own body, which falls dead when the combat is resolved. Each round, the caster and target match magic points on the Resistance Table. Each roll costs the loser 1D3 magic points, and the struggle continues until either spirit has lost all its magic points, forcing it to a spirit plane such as Limbo. If the caster successfully reduces his opponent's MP to 0, he may possess the body. If the caster's MP are reduced to 0, he falls unconscious, and is at the mercy of whatever foul retribution his victim enacts.

RAISE MUMMY (1 POW + varies)

Range is touch. Cast on a preserved corpse, this ritual returns thought and motion to it, restoring its personality. The body must be intact (dried, for instance) and well-preserved, but it does not have to be wrapped in bandages. The Chronicler decides the time and effort needed for proper preservation.

Placing the body over a magical sigil, the caster burns incense and candles around the body, and chants the ritual for a day and a night. Even though the mummy will possess the same personality and skills as in its former life, the caster must still spend magic points to define the mummy's characteristics. He or she also must sacrifice one point of POW to motivate the thing. Thus it is likely that the mummy will be stronger or



"What happened here?"

weaker in particular aspects than it was in life. Additional D8s of POW also can be purchased with magic points.

The ritual demands concentration, earned by a successful D100 roll of POW x4 or less. If the roll fails, the sorcerer must start over from the beginning, and magic points and POW are forfeit. When all is complete, the sorcerer receives a Luck roll. Failure requires another roll, this time on the necromantic mishaps table. See Mummies in the Undead section for more information.

RAISE REVENANT (1 POW + varies)

Range is touch. This spell creates one revenant under the commands of the caster. It requires a whole corpse with enough flesh on it to allow mobility. The sorcerer draws a mark of death on the forehead of the body, then chants from sunset to sunrise. One point of POW animates the corpse. As with

other undead, the necromancer must sacrifice magic points to define the revenant's skills and characteristics.

The sorcerer needs a successful Luck roll for everything to go right. Failure requires another roll, this time on the Necromantic Mishaps Table. See Revenants in the Necromancy section for more information.

SPEAK WITH THE DEAD (2)

Range is touch. This spell allows the caster to speak with the spirit of someone whose corpse is still warm to the caster's touch. Although the head at least must be available, the organs of speech need not be intact or even present. Still the sepulchral voice emanates from the mouth, which grimly works on as best it can. The spell requires ritualistic meditation, the burning of herbs, and the singing of a plaintive song, all of which needs about an hour to complete. The caster then may ask three questions which the spirit is obliged to answer. The dead never

answer plainly, but allusively, cryptically, or by means of a riddle. This spell may not be used twice on the same spirit.

SPELLBIND (8)

Range is touch. By means of this spell, the sorcerer attempts to take over the target's mind, and to cause the target to do as commanded. To control the target's will, the sorcerer needs a successful POW:INT resistance roll. For each success, remove 1D8 points of INT. Each attack costs eight magic points. When INT reaches zero, the caster has taken command. The victim has no will, and obeys all commands. Characteristics other than INT remain unchanged. Duration is permanent, or until the victim can get a roll POW x1 or less on D100. Make one such roll daily, except that on a result of 00, attempt no new roll for 1D8 days. Once the spell is broken, the victim's INT returns at 1D4 points per hour.

SPIRIT BARRIER (5)

Range is touch. This spell creates a barrier (usually invisible but sometimes smoky or possessing some hue, as the Chronicler desires) that blocks the movement or attack of a single spirit, ghost, or disembodied demon, and alerts the caster to its presence.

The caster marks out a circle nine yards or less in diameter and spends four magic points to power it. When an entity attempts to enter the circle or to attack magically across the barrier, it is repulsed with a violent discharge of energy for the caster's POW in minutes, regardless of the spirit's strength. When the duration expires, the barrier falls and the effect ends.

SPIRITBIND (8)

Range is touch. This spell binds the soul of a person near death to a specific object, location, or person. The caster makes a POW:POW resistance table roll against the departing soul. Success ties the soul to the specified place until release by the caster or by the spell Exorcism. If the soul is sent into

another person, the necromancer must cast Lure Spirit as well, to seat the soul into the new body.

STENCH OF THE GRAVE (4)

Range is sight. This spell creates a foul odor like that of carrion and the gases of decay; this stench lingers for days on clothes and bodies. The cloud has a volume equal to a small room. Those in the area of effect heave and retch, and must attempt CON rolls to stand their ground. Even those who receive successful CON rolls are nonetheless helpless, and cannot wield weapons nor cast magic. The caster is immune to the magical effect, and may do as he or she wishes. Outside the area of effect, the victims' disability ceases.

SUMMON GHOUL (1 POW + varies)

Range is self. This ritual opens a doorway to Limbo through which the necromancer hopes to attract a ghoulish spirit. The caster must spend one point of POW to accomplish this, besides the magic point cost for the creature.

A successful POW:POW resistance match also is needed to bind the ghoulish spirit into a target host. Failing that, most spirits return to Limbo, though a few may drift across the world until finding a congenial home. Finally the sorcerer needs a successful Luck roll. Failure requires another roll, this time on the necromantic mishaps table. Required casting time is 1D6 hours. See Ghouls in the Necromancy section for more information.

INCANTATIONS AFTER DEATH

The spells in this section allow a sorcerer to create a false soul, to hide a soul in an object, and to prevent a soul from passing on to the afterlife. Their powerful effects should be the goal of an extended campaign, or perhaps be used by a unique non-player character sorcerer. Their existence is unguessed at even by most learned sorcerers. Let these spells be unavailable to adventurers, or else findable only after extraordinary

perils and very lengthy difficulties are endured. In short, these are the ultimate necromantic spells. Use them to take a campaign in new directions and introduce new challenges.

LEARNING THE INCANTATIONS

The spells and instructions that allow a sorcerer to cheat death are rare, maybe unique. Finding knowledge of them should only be the reward of a particularly dangerous adventure. Finding and learning them might be the goal of an entire campaign. Of course, for the Chronicler, these spells may be known by wicked villainous NPCs; probably the masterminds of plots of global significance. These feats might be achieved by no one else.

USING THE INCANTATIONS

Having finally obtained a scroll or having deduced the necessary information from other sources, the sorcerer must first choose a suitable location or object for his or her true soul. The spell Spirit Vessel is then cast to prepare the home. Next, False Soul is cast, to situate the false one and to prepare the true soul for relocation. Finally, Transfer Soul is cast, to move the sorcerer's true soul to the spirit vessel, leaving the false soul alone in the body, deceiving enemies for a time.

When the sorcerer dies, the false soul drifts out of the body. The forces of the other world perceive it to be the real soul, for there is no quick way to distinguish real and false souls. Not even Witch Sight, Soul Sight, or Track Soul can tell which is which.

To reunite true soul and body, reverse the process. If the sorcerer intends to send the true soul to a place like the Forest of Souls, he or she must wait until the gods claim the false soul. Then he or she may use Soul Transfer to free the true soul. The true soul is then able to will itself to its desired destination.

Spirit Vessel and Soul Transfer can be useful to sorcerers in other ways. Since spells that affect POW do not affect a false soul, a sorcerer need not fear such attacks aimed

at his or her person. The sorcerer's POW is in danger only if the attacker learns the sorcerer's secret and discovers the spirit vessel. Attacks against it could be devastating.

These spells could also steal and store another's soul. POW contained in a spirit vessel can be attacked and drained by certain spells. Since the spirit cannot accept points of CON, STR or DEX, the spirit loses as many points of POW as the attacking character can wrest away. Presumably the soul in the spirit vessel is drained and extinguished.

If the soul is spared, the holder of the spirit vessel still has immense power over that identity. Anything from threatening to drain the POW to seizing control of the spirit's will could coerce almost any sorcerer to reveal his or her secrets.

Thus the spirit vessel must be hidden from the sorcerers of this world as well as the denizens of the spirit realms. No mortal, not even a great sorcerer, fools a god for long: as a rule of thumb, a god would begin the search for a true soul after the sorcerer's allegiance score has passed in days, or sooner.

While the body is alive, the true soul has full control and full perception from the safety of its spirit vessel. The only difference is that magic directed at its apparent POW and INT no longer affects it, since they actually are located elsewhere, with the true soul. If the body dies, the true soul is like a ghost, though one able to reason and one unhampered by the obsessions common to ghosts.

If the body is dead, and if the spirit vessel is hidden or if it is a location, then the true soul can do nothing until some mortal blunders within range of the true soul's magic or a POW:POW attack. The Possession spell would be an apt one to cast in this situation. The true soul has no way to regenerate magic points to power spells, though its POW will return when extinguished, just as a ghost's does. Like ghosts, the true soul can also manifest as a transparent image.

If the true soul manages to conquer another body, then it can use the body and the skills native to that body as it wishes. It can

either transfer itself into that body or remain in the spirit vessel, hidden and protected.

THREE INCANTATIONS

FALSE SOUL (*variable*)

Range is self. By means of this spell, the sorcerer creates a false soul, like a shadow that keeps its form when the object casting it is removed from the light. This process involves complex mental and verbal imagery, and cannot be cast under emergency conditions. The casting time is short, about thirty minutes. At the end of the ritual, the sorcerer spends magic points equal to his or her POW.

A D100 roll is then required. A result of POW x3 or less means that the spell succeeds. A failed roll extinguishes the true soul, and leaves the false soul in command until the body dies, at which time even this shadow is extinguished. The false soul is unable to cast magic. Only feelings of greed, envy, lust, and fear motivate it.

Once created, the false soul centers upon the caster's body and for a few hours coexists with the true soul. The true soul and the false soul have the same POW and INT, but the false soul's POW cannot be changed, and the false soul has no magic points. Resistance table rolls can be made from this POW, however. Magical attacks against false soul POW or INT have no effect or consequence.

This spell will not work on those who are currently affected by Sorcerer's Soul or Sorcerer's Void.

To return the true soul to the body, it must be Soul Transferred back to its body, and then False Soul cast again. This time significant portions of the ritual are inverted, so that the soul returns to its initial home. The false soul merges with it and is extinguished.

SOUL TRANSFER (8)

Range is touch. Used in conjunction with False Soul and Spirit Vessel, this spell transfers a soul (POW and INT) to an object or location outside the target's body. The caster must touch both the target body and the

new location or object within which the true soul is to be placed.

If the target is unwilling, match POW:POW on the Resistance Table. If the roll succeeds, or if the target is willing, the caster next needs a D100 roll of POW x5 or less. With a success, the soul transfers to the object or location. With a failure, the magic points are lost. With 00, the soul arrives at some random location in the physical world.

If the soul transfers to an object or location unprepared by Spirit Vessel, the soul dissipates at a rate of 1 POW daily, until all points are gone.

SPIRIT VESSEL (1D8 + 3 POW)

Range is touch. This spell imbues an object or place with the energy needed to contain a person's soul. The vessel can be any object—a box, jar, brooch, gem, sword, or small animal, for example. A location is larger but discrete, a boulder, a gate, a tree. Properly placed, the person and the person's soul function as one, no matter how far removed.

To work this magic, the caster must first sacrifice the required POW and magic points, then spend 1D6 hours meditating and chanting the required charms in High Speech. At the end of the process, a D100 result of POW x5 or less is needed to prepare the spirit vessel. If the roll fails, the spirit vessel is flawed, and will not hold a soul; attempt the process again on some later day. On a result of 00, six POW are lost permanently.

The spirit vessel may be hidden any distance from the body, and separated by any amount of water, rock, earth, or iron. If the spirit vessel is broken by physical assault, then the spell too is broken, and the true soul is set adrift in the world. Once a spirit vessel is prepared, it may be resorted to repeatedly.

ON UNDEAD

Undead are unnatural creatures formed by magic, not by the processes of normal life. Such creatures are not meant to appear on this plane, or perhaps anywhere else.



Though undead can be destroyed, they do not age, and are immune to the ravages of time. They are created by sorcery, and do not reproduce. Only inimical magic or physical attack can destroy them.

Undead are formed or brought together by casting one of several necromantic spells, including Animate Skeleton, Become Liche, Create Abomination, Raise Mummy, Raise Revenant, Summon Ghoul. Vampires and ghosts are not created by means of spell-casting. New undead types are listed in the following pages. Many of the undead types from the core rule book are greatly expanded upon here. For ease of reference, undead statistics from the rules are reprinted here.

In the game, add or increase characteristics, MOV, and skills by sacrificing magic points just as for demons, and at the same rates and for the same costs. Demon abilities are not available to the undead.

Furthermore, only Agility and Perception skills may be purchased for an undead creature, only if the sorcerer possesses the skill, and only to the amount possessed by the sorcerer. Undead animate 1D8 rounds after the spell or ritual concludes.

ABOMINATIONS

Abominations are inanimate matter given life by sorcerers. For more information about the process, see the Create Abomination spell description. An abomination tirelessly follows orders until destroyed, until its goal is achieved, or until the thing's creator dies, whereupon it collapses and returns to its prior inertness.

Typically used to guard temples, libraries of sorcerers, and the like, abominations will pursue invaders so long as such targets remain in sight. They might also patrol borders, carry boulders day and night, or perform many other strenuous tasks without requiring rest.

The material composing an abomination usually acts as its armor, most abominations are hewn from granite or cast in bronze. It is essentially immune to ordinary weapons, for a single physical blow must exceed the thing's current hit points to have any affect.

Further, such an attack reduces the thing's hit points only by that excess amount. An abomination is vulnerable to magic and magic attacks. Elementals, especially earth elementals, loathe them.

Ownership of an abomination cannot be transferred, but such a thing can be commanded to do a single set task for another person. All commands must be simple, since an abomination has little reasoning capacity.

TYPICAL ABOMINATION, MINDLESS GUARDIAN MADE OF STONE OR METAL

<i>Characteristics</i>	<i>Averages</i>
STR 5D8	22-23
CON 5D8	22-23
SIZ 5D8	22-23
INT 1	1
POW 1	1
DEX 1D8*	4-5

MOV 1D8 shamble, max 5

Average HP 22-23

Average Damage Bonus: +2D6.

Weapons: Crush 50%, see Wrestle skill for damage

Smash with Limb 50%, damage* 1D10+db

Abomination



Necromancy

*relate damage and skill percentiles as per the Roll Table.

Armor: body deflects 30 points. Apply only damage exceeding this amount per attack to hit points. At zero hit points the thing breaks and again becomes inert material.

Skills: the two attacks noted above, plus Follow Clear Order and Carry Heavy Object, all four to no more than 50% each.

Magic Points to Summon: 1 POW + 39 MP.

GHOSTS & WRAITHS

GHOSTS

Two sorts of ghostly phenomenon occur. Mass phenomena such as ghostly armies or ghostly cities that appear and vanish are matters for Chroniclers and scenarists, for such great visions not only should be individually crafted but also placed into settings and adventures worthy of them. Of individual ghosts, much can be said, though tentatively.

Sometimes, albeit rarely, a soul does not depart for a spirit plane. It instead remains tangent to an object or location in the plane of the physical world, often with obsessive tenacity and intensity. When that occurs, unusual phenomena occur in the immediate area, the location or object is said to be haunted, and the clinging spirit is termed a ghost.

The formation of a ghost is not evidence of Shadow or of Light, influence, or intent. Ghosts are natural to the Balance, and seem to be part (though an unusual part) of the processes of life. They seem to represent a way for the Balance to redress its account books, as it were, and to change not only what was, but what will be.

A ghost forms for a particular reason. Chroniclers should generate not only POW and INT, but a history for the ghost, the circumstances of its death, and the shade's characteristic modes of expression. A clear statement of the ghost's goals or motivation needs to be drawn up. This intent forms almost the whole of the spirit's conscious-



Ghost

ness, and should be of first importance in place. Every ghost should be different.

Usually the haunt is a single one. If multiple ghosts occupy a location, that fact should be deducible by the players.

WRAITHS

A Wraith is a ghost formed when an individual's feelings at death are of overwhelming frustration and hate. Wraiths are malignant to all life. Wraiths appear as skeletal and usually rotted and putrid looking spectral forms. Their appearance is often heralded by a sudden blast of freezing, foul air.

Wraiths inhabit ruins, abandoned temples, haunted spots, and the spirit world. They are often bound to the site of their death. A wraith possesses only INT and CON. Its hit points are equal to its CON. A wraith may only be hit by magic. If a sword with a Sorcerer's Razor 4 spell were to strike a wraith, the wraith would take exactly 4 points of damage. Enchanted weapons (see the Chronicler Chapter of *Magic World*) do full damage. If a wraith loses all its hit points or magic points, it is forced to the spirit plane and is very unlikely to find a way to return.

Necromancy



Emotional spells such as Muddle and Terror never affect a wraith.

There are three varieties of wraith; one attacking STR, one attacking INT, and one attacking CON. Match the wraith's magic points against the appropriate characteristic of its target. If it overcomes the target, the victim takes 1D6 points of damage. Armor or magical protection will not help against this damage, but a Spirit Screen will lessen the wraith's chances of success. This is considered to be a form of spirit combat.

A STR-affecting wraith attacks with the enfeebling touch of its icy spectral claws; an INT-affecting wraith numbs the brain and rends the body with the dreadful horrors and pangs of the wraith's own death; and the CON-affecting wraith shocks its victim with a penetrating grip, causing the victim's internal organs to spasm.

If a wraith's target is sleeping, unconscious, incapacitated, or reduced to zero magic points, and the individual can be overcome as in a normal wraith attack, then the wraith can reduce the victim's current characteristic STR, INT, or CON by 1D6 points instead of doing hit point damage. The wraith gains one magic point for each characteristic point it saps. This is not considered to be a form of spirit combat.

All a wraith's attacks take place on DEX rank 20.

GENERAL CHARACTERISTICS

Every ghost begins with 3D6 INT and 3D6 POW. As DEX is inapplicable to ghosts, ghosts, wraiths and similar spirits act on their POW in the combat order. Magic points are equal to POW, and regenerate just as they do for adventurers. Points of POW and INT normally do not regenerate, though a very few malevolent ghosts can attack POW and absorb a portion of it, thereby strengthening themselves.

A ghost usually manifests as a shimmering, transparent form. It may mimic human movement, or drift above the ground. It appears and disappears when it wills, and passes through objects, beings, and architecture seemingly without effort or notice.

Visibility is not necessary. A poltergeist (a ghost who characteristically moves or hurls objects) is usually invisible, as is a ghost that specializes in reproducing sounds significant to its goal.

When it disappears or falls silent, it is merely inactive. It is still present. It has nowhere else to go.

PERSONALITY

Each ghost is obsessed-by a motive strong enough to interrupt the natural flow of the Balance and intense enough to revise the record of Time. Motives are many. Revenge for death is frequent, as is need for proper burial.

A miserly ghost may be tied to its money and sometimes try to defend it. Completion of an important task that was interrupted by death may be a motive, as may be vengeance against a particular person or the descendants of one who gave great offense in life. Some ghosts repetitively enact the same scene, hoping to inspire the movement of something, or the employment of certain magic or ritual, or simply to gain the full understanding of a passer-by.

The pattern of the obsession is also dictated by the ghost's strengths and weaknesses. A ghost of high INT usually manages to see its motivation satisfied, and is ingenious in arranging phenomena to lead the living to help it. One with great control may simply manifest and explain its situation.

But a ghost of low INT may forget the reason for its obsession, and stay on the job century after century. A ghost of high POW and low INT might be a formidable foe to all the living, while a ghost of low POW might be so transient and ineffectual that it can only cry or point without rhyme or reason.

Since all ghosts are of the Balance, each craves the act of completion that sends it on to the spirit planes. This is as the Balance intends.

POWERS AND PHENOMENA

Nearly all ghostly phenomena can be paid for by magic points. The Chronicler can work out an economy of ghosts if he or she

wishes, but recording expenditure of magic points seems important only when attacking adventurers; for that, see the next subsection. Otherwise the apparition or phenomenon should be memorable, intermittent, riddle-like in meaning, and congruent with the ghost's origin and goal.

Flight is the one sure defense against ghostly phenomena of any sort. A hundred yards is the maximum effective radius of a ghost's awareness of intruders.

Sorts of phenomena include appearance and disappearance of a ghostly form or forms, appearance in armor and weapons or other special dress, sounds connected with the ghost's history, statements or gestures that help explain the presence of the ghost, repetition of acts, ritual observances, movement of objects, projection of visions or hallucinations, bombardments by pebbles or other small objects, levitation of objects, appearance beside a significant object, manipulation of light and shadow, and so on. As a general guide, equate the amount of POW with the maximum STR to be exerted in any one action.

ATTACKS

A few ghosts attack the living, for reasons prompted by their histories and personalities. In these situations the ghost always has the initiative, and usually can choose to break off the attack. Here are some of the modes.

- **MP:MP** on the resistance table. Each attack costs the loser 1D3 magic points. This attack usually continues until the target flees the area or until the ghost or the its opponent exhausts all magic points. In the former case, the ghost disappears until all its magic points have regenerated, and in the latter case the victim falls unconscious until one point returns. The point of this attack is to serve notice that the target is definitely unwelcome and in danger.
- **Ghostly Possession.** If sleeping within the ghost's area of effect, or when a target has been drained of magic points and

is unconscious, a ghost may attempt to temporarily control a living person. Roll POW:POW on the resistance table. The target either wakes in nightmare (failure), or is controlled by the ghost for the ghost's POW in minutes (success). If the ghost leads the victim into danger, the victim has a chance, expressed as an Idea roll, to wake up. Repeated possessions clearly disorient the victim, provoking hallucinations and nightmares, causing sleeplessness and weakening sanity, but appear to have no motive other than malevolence.

- **POW:POW** on the resistance table. This is a potent attack, performable only by a ghost of POW 16 or higher, who desires the death of its victim. The ghost first attacks MP:MP in order to gauge its opponent. The loser subtracts 1D8 magic points. If the ghost presses the attack, the next roll is POW:POW on the Resistance table, subtracting 1D3 points from the loser's POW. For each successful attack, the ghost has a POW x1 chance to absorb a point of the opponent's POW. If the target is also of POW 16 or better, he or she has the same sort of chance to absorb a point of the ghost's POW but can withdraw from the fight instead, by running away. Losing all POW results in the target's death (possibly haunting the area, too). A ghost that loses all its POW dissipates, and no longer exists in any sense.

TYPICAL GHOST, A SOUL OBSESSED

Characteristics *Averages*

INT 3D6 10-11

POW 3D6 10-11

MOV 8 drift max

Average HP: none.

Damage Bonus: none.

Weapons: MP:MP. target loses at least 1D3 magic points

Ghostly Possession, damage special



POW:POW, ghost of POW 16+ only, damage special

Skill: Ghostly Phenomena 100%, as appropriate to the entity's history and intent.

WRAITH

Characteristics	Average
CON 6D10	33
INT 2D6+6	13
Magic Points 3D6+6	

Move equals magic points

SPECIAL ATTACKS ONLY

Armor: None, but may only be struck by magic.

GHOULS: SPIRIT AND PHYSICAL FORM

Several ghouls exist. Some prefer the taste of living human flesh, while others desire to bury their fodder first, to age it. Once-normal humans who come to crave human flesh take on brutish and degenerate aspects, and over time become ghoul-like.

The ghouls discussed here start as spirits who lurk on the edges of Limbo. These ghoul sprits are wraith-like, of 4D8 POW and 2D8 INT. They prey on incautious human souls who leave the milling, moaning whirlpool of souls and seek a way out from such woe and grief. Isolated at the edges of the timeless realm, such souls are easy targets.

In Limbo, ghouls attack POW:POW to absorb targets. This is their food. By absorbing POW they do not grow stronger. To create an earthly version of this ghoul, the sorcerer must first capture and render unconscious a suitable human host. Then the sorcerer must open a pathway to Limbo and attract from there a ghoul-spirit by casting Summon Ghoul Spirit.

Once offered a physical host, the entity attacks POW:CON on the Resistance Table. If the attack fails, the host ejects the ghoul, and it flees from this plane. If the attack succeeds, the ghoul reduces the target's CON by

1D6, and then continues until it has drained all CON from the host, who dies.

The ghoul's POW and INT then animate the victim's body. The host's former STR, CON (total CON from before the attempted possession), and SIZ apply to the new ghoul; former DEX and MOV are halved. The APP characteristic quickly drains away as the body turns leprous white and the face takes on an inhuman cast (-1 APP/Day).

In taking over the host, it loses all of the victim's memories, magic, and skills, but gains the skills noted below. The new ghoul, disoriented, weak, and very hungry, matures in about two weeks. It is then a faithful servant to the sorcerer.

The ghoul needs an average of 8 CON weekly, by devouring an intelligent being. Failing that, it loses CON at the same rate. If CON reaches zero, the starved spirit returns to Limbo.

These mechanics are an alternative to those found in the *Magic World* rulesbook.

GHOUL, SPIRIT BROUGHT FROM LIMBO

Characteristic	Averages
STR -	hosts
CON -	hosts
SIZ -	hosts
DEX -	hosts
INT 2D8	9
POW 4D8*	18

MOV 1D8 lurch, max 5

Average HP N/A

*original to Limbo, plus 1 for the summoner's contribution.

Average Damage Bonus: N/A.

Weapons: Bite 40%, damage 1D8

Wrestle 30%. damage special

CON drain 1D3 per round, automatic with touch.

Armor: none, but the ghoul is immune to the effects of Major Wounds and the like,

functioning normally until all its hit points are gone.

Skills: Search 50%.

Magic Points to Summon: 1 POW + 22 MP

GHOUL

Ghouls are loathsome, feral monsters which feed on the dead. Sporting grisly fanged teeth, they look like caricatures of humans who have stepped from a week-old grave. Long, snake like tongues are used to lick the marrow from the cracked bones of their victims.

Any armor they possess is looted from graves or victims, and they usually fight only with their talons and deadly poison bite.

Ghouls are magically incomplete creatures lacking POW. They are formed when a certain Ghoul Spirit crosses from the other-world and possesses a freshly-dead corpse. The corpse is thereby transfigured and animated, becoming a parody of life. Ghouls gain 1 magic point for every 3 SIZ points of corpses they devour. They must

expend a magic point every daybreak or collapse, the malignant spirit returning to the otherworld, and the animated corpse dissolving. For each hour in the sun, a ghoul must spend an extra magic point.

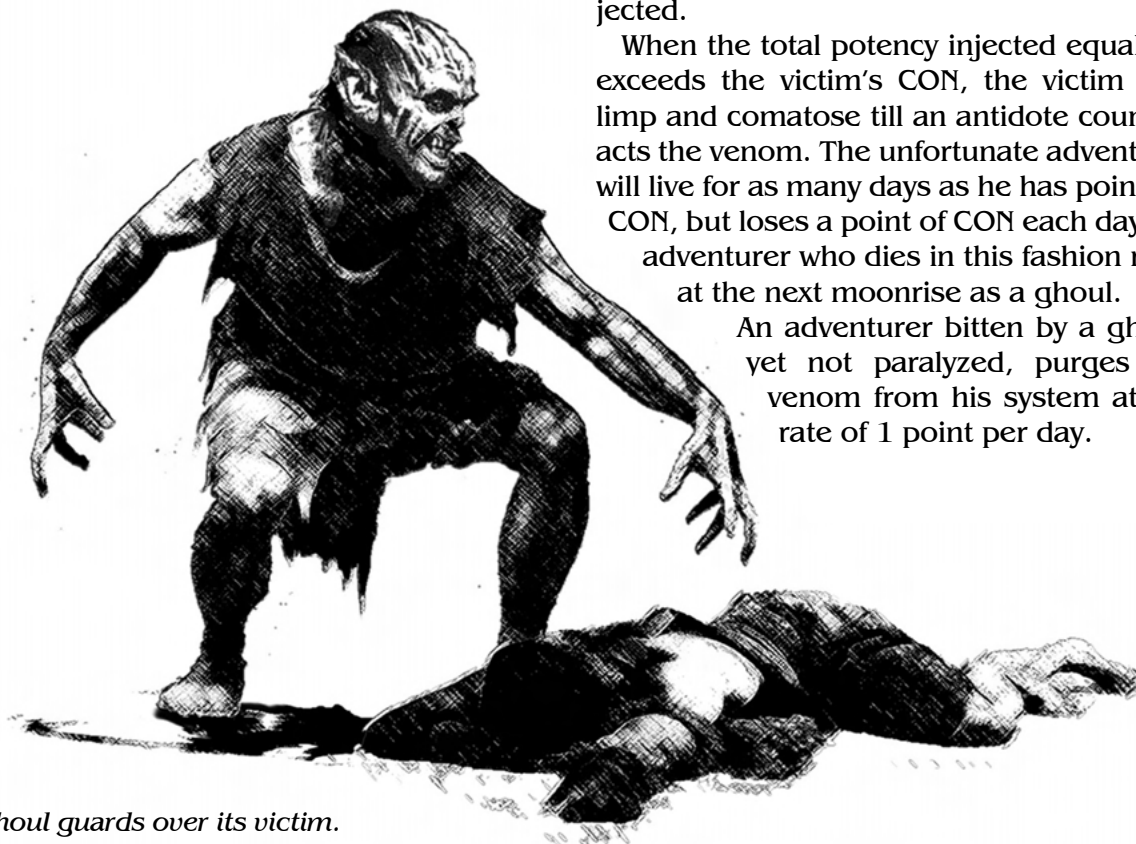
Ghouls use a blood-chilling howl in combat. When a ghoul howls, match its magic points against the INT of each foe. If more than one ghoul howls, use only the magic points of the ghoul with the most magic points against each foe. If a victim is overcome, he becomes confused (as if under the effect of a Muddle spell) until all howling stops. If an adventurer resists the howl's effects, he must try again on the next round. An adventurer who resists for five successive melee rounds becomes immune to the howl until he has not heard the howl for a week or more.

Magic does not protect against ghoulish howling.

With its rotten fangs a ghoul can inject magical venom with a potency equal to the ghoul's CON. Resolve the attack by matching it against the victim's CON. If the victim is overcome, the full potency enters his system — otherwise, only 1D3 potency is injected.

When the total potency injected equals or exceeds the victim's CON, the victim falls limp and comatose till an antidote counteracts the venom. The unfortunate adventurer will live for as many days as he has points of CON, but loses a point of CON each day. An adventurer who dies in this fashion rises at the next moonrise as a ghoul.

An adventurer bitten by a ghoul, yet not paralyzed, purges the venom from his system at the rate of 1 point per day.



A Ghoul guards over its victim.

GHOUL

<i>Characteristics</i>	<i>Average</i>
STR 4D6	14
CON 3D6	10-11
SIZ 2D6+6	13
INT 3D6	10-11
Magic Points 2D6+6	
DEX 3D6	10-11

MOV 8**Hit Points** 12**Weapon:** Claw 25%, 1D6+1D4

Bite 25%, 1D6+1D4+venom

Howl Auto, Demoralize

Notes: A ghoul can attack with both claws and the bite simultaneously, all on the same DEX rank.

Armor: None natural; may have looted armor from graves or victims. Ghouls are immune to the effects of Major Wounds, functioning normally until all its hit points are depleted.

Magic: The ghoul's howl costs a magic point to use. Ghouls can learn sorcery.

LICHES

A liche pledges its soul and service to Shadow in return for extended life. The necromantic spell *Become Liche* (see p. 71) forges this unholy pact with the powers of darkness.

Because of its strength, a liche may command many servants, human and demonic. Magically resurrected time and again, a liche becomes more corpse-like each time it is destroyed. Its increasingly hideous dried skin, glowing eyes, gnarled claws, and rotting smile are unmistakable and unforgettable. The liche's desires and behaviors are strong and obsessive. As goals, it values only lust and power.

When a liche's hit points are reduced to zero, subtract one point of POW permanently and restore hit points to maximum.

*Liche*

Drained of all POW, the liche dies, and death finally claims its soul. If reduced to POW 15 or less, the liche loses the ability for magic. Heal, Suture, and the like will not aid a liche, though Physik will.

A liche cannot be permanently affected by the rulesbook spell *Sorcerer's Soul*, nor can a liche be summoned. The characteristics, skills, INT-limit, and other general factors of the liche do not change from its original form, only the manner in which he or she generates hit points.

A liche begins in play with the characteristics, skills, and magic that it had when it was alive. Its power and magic should increase, at the expense of everything else. A liche typically appropriates the trappings of kingship—crown, scepter, jeweled dagger, perhaps an ancient enchanted sword of great magic. Its court will have no peers in it, only ranks of groveling slaves.

MUMMIES

Any method of preservation will do, such as embalming, drying, or salting. A mummy need not be wrapped in bandages (if it is, and if it burns, add 1D3 damage per round). The Chronicler decides the length of time

Necromancy

needed for mummification. A mummy's integument-like tissues approximate five points of armor.

Creation requires the casting of the Raise Mummy spell. Like other undead, the body's characteristics are defined by expending magic points. The provided skills are integral to the mummy, and cost nothing. New skills may not be added or learned, and existing skills never increase. Even if the mummy once knew magic, it no longer can cast it.

Mummies are intelligent, and understand complex instructions. They have free will, and can do intricate tasks. Their preserved tissues make agile movement difficult, and extended movement painful. Sexual functions, the ability to eat and excrete, and the regeneration of tissue no longer occur. Mummies frequently resent their condition, and few wish to live for long. The first time a mummy skill roll results in 00, the revenant can no longer tolerate its depression and frustration, and it destroys itself by whatever means available.

AVERAGE MUMMY, intelligent agent

Characteristics	Averages
STR 5D8	22-23
CON 4D8	18
SIZ 3D8	10-11
INT 3D8	13-14
POW 2D8-1	8
DEX 1D8+2	6-7

MOV 1D8, max 6

Av. HP: 14-15

Av. Damage Bonus: +1D4.

Weapons: Brawl 50%, damage 1D8+db

Wrestle 30%, damage special

Armor: 5 points of hardened skin.

Skills: Move Quietly 60%, Track 40%.

Magic Points to Summon: 1 POW + 19 MP.

REVENANTS

Occasionally death cults and necromancers use revenants as guards or in macabre exhibition of their magical powers. Revenants are difficult to defeat, since they continue to function normally until all their hit points are gone, after which they collapse, writhe, and quickly decay. Impaling weapons do only one point of damage to the thing's hit points. All other weapons do half the rolled damage, except enchantments and demon weapons (halve the physical damage for the weapon then apply any magical damage in full).

For example, Bron of the Hammer is attacked by a revenant. He is armed with a large club on which has been cast Sorcerer's Hammer (spending 2 magic points). Bron hits and rolls damage of 6 (1D8), which is halved to a 3. He then adds the damage from Hell's Hammer, +2, for a total of 5 points of damage. If Bron had a positive damage bonus, that too would be rolled for and then half the result applied.

The spell creating the revenant requires a corpse entire enough to walk. The necromancer determines the body's characteristics and supplies one point of POW to motivate it. Each revenant requires fourteen magic points to complete and has identical skills that do not improve.

Once created, the body relentlessly decays, at the rate of one hit point per week. As the weeks pass, the thing becomes less able to move and function until it collapses into a mass of decay and must be removed or destroyed.

Revenants have no will, and follow the sorcerer's commands literally. It is possible to re-bind a revenant to a new owner, although the thing's creator must permit the transfer. The new owner must sacrifice one POW, but does not need to be of POW 16 or better.

The Chronicler may determine special weaknesses that stop or destroy a revenant. Revenants are cannibalistic and often can be diverted by opportune food.



REVENANT, mindless servant

<i>Characteristics</i>	<i>Averages</i>
STR 4D8	18
CON 4D8	18
SIZ 3D8*	13-14
POW -	1
DEX 2D8	9

MOV 1D8. max 5

Average HP 16

*maximum possible Size

Average Damage Bonus: +1D4.

Weapon: Bite* 30%, damage 1D6*

Large Club* 20%, damage 1D8+db

*relate attack damage and skill percentiles as per the Roll Table.

Armor: none, but impaling weapons do only one point of damage, and all others do half rolled damage + spell damage (if any)

Skills: none.

Magic Points to Summon: 1 POW + 20 MP

SKELETONS

A skeleton resembles a revenant, except the latter's ability to sustain damage is exchanged for speed and dexterity. Many necromancers seem to prefer skeletons to revenants, perhaps because skeletons follow orders better or because they can use ordinary weapons and armor. Both sorts of undead are created from corpses.

The skeleton must be cleaned of flesh, and then its bones joined for articulation by cords. The spell *Animate Skeleton* is then cast, endowing the thing with its characteristics and skills, as with other undead. The sorcerer must contribute one point of POW and requisite magic points to define the thing.

An animated skeleton can be made from any animal or species; Chroniclers should vary the costs for very large or very small skeletons. It must have hands if it is to use weapons. Lacking weapons, a skeleton has

a 10% chance to break a wrist or arm each round it uses the Brawl skill.

SKELETON, GRISLY SERVANT

<i>Characteristics</i>	<i>Averages</i>
STR 3D8	13-14
CON N/A	
SIZ 2D8+6	13-14
INT N/A	3
POW N/A	1
DEX 3D8	13-14

MOV 1D8, max 7

Average HP 14

Average Damage Bonus: +O.

Weapon: Broadsword 40%, damage 1D8+1+DB

Small Club 40%, damage 1D6+DB

Brawl 40%. damage 1D3+DB

Armor: none, but weapons neither deal special nor do critical damage. Magic that does physical damage affects a skeleton normally.

Skills: none.

Magic Points to Summon: 1 POW + 24 MP.

VAMPIRE

Vampires are pale, clammy entities which cast neither shadow nor reflection. They are usually human in origin. Only carnivorous (or omnivorous) intelligent beings can be converted to this status.

These bloodsucking revenants are the nobility of the undead. Vampires live wherever there is sufficient prey for them to maintain unlife. They must feed on sentient being—the blood of oxen or pigs will not satisfy their supernatural hunger.

A vampire has twice its former STR and CON. It can transform itself into mist in its DEX rank plus three more, and regenerate damage as a mist at the rate of 1 hit point per round. If a vampire is damaged to zero

hit points, it automatically evaporates into mist and regenerates damage. It may do so at whim as well.

In mist form, the vampire moves at a speed of five meters per round, and is immune to most types of physical damage. Some spells can still affect it.

A vampire cannot regenerate from fire damage or from damage taken in daylight. Fire cannot harm a vampire in mist form. A vampire can change at will into a wolf or bat (or alternate appropriate creatures). These forms are used for camouflage and speed of movement, not combat.

Naturally, vampires can see in the dark.

If a vampire takes a major wound, it will collapse upon the ground and cannot evaporate into mist. If a stake is then driven through its heart and the head cut off, the vampire will be destroyed. Immersion in running water instantly destroys a vampire.

Religious icons are efficacious against vampires. By thrusting (for example) a religious symbol strongly towards a vampire and concentrating, an adventurer matches his POW against the vampire's magic points each round. If the adventurer overcomes the vampire's magic points, the vampire loses 1D3 hit points and Magic Points. Neither armor nor magical defenses will absorb this damage.

A vampire cannot Enthrall a person strongly presenting a religious icon, though he could attack him physically. If a vampire is actually struck by a religious symbol, he will automatically take 1D3 points of nonregenerable damage, ignoring any armor or magical protection. Vampires in mist form are immune to the effects of the religious symbol.

A vampire is unable to transform into mist, to Enthrall others, to turn into a wolf or bat, or to drain magic points in daylight.

Each day a vampire does not spend in its coffin lined with earth, it loses 3D6 magic points. It loses 1D6 magic points every night just to keep its undead body running. Once it has been reduced to zero magic points, it will become comatose, unable to leave its crypt without help.

VAMPIRE

Characteristics	Average
STR 3D6 x2	20-22
CON 3D6 x2	20-22
SIZ 2D6+6	13
INT 2D6+6	13
Magic Points 2D6+6	
DEX 3D6	10-11
APP 3D6	10-11

Move Race +4

Hit Points 18

Weapons: Touch 50%, 1D4+1D6+magic point drain

Bite 25%, 1D6+blood drain

Notes: A victim hit by a vampire's touch must match his magic points against the vampire's magic points, whether or not the touch penetrated armor. If the vampire wins the struggle, the target loses 1D4 magic points to the vampire.

A vampire's bite does damage equal to his damage bonus, or 1D3 in any case. If the bite penetrates armor, the vampire will stay attached and drain blood as 1D3 points of CON each round. CON points lost in this manner are regained at a rate of 1 per hour. A victim drained of all CON dies, and rises on the following night as a vampire. For every 2 points of CON drained, the vampire may regenerate 1 HP of damage.

By concentrating and overcoming a target's magic points with its own, a vampire can Enthrall him. This costs the vampire no magic points. The victim will stand or slouch helplessly, unable to react to the outside world. This effect wears off after a full turn.

The vampire may only attack a single target per round with Enthrall. This counts as an attack, and the vampire may only parry or Dodge on melee rounds this ability is used.

If his adventurer is engaged in melee, a player can attempt to avoid his adventurer being caught by the vampire's eye, by rolling POW x5 or less on D100 each round.

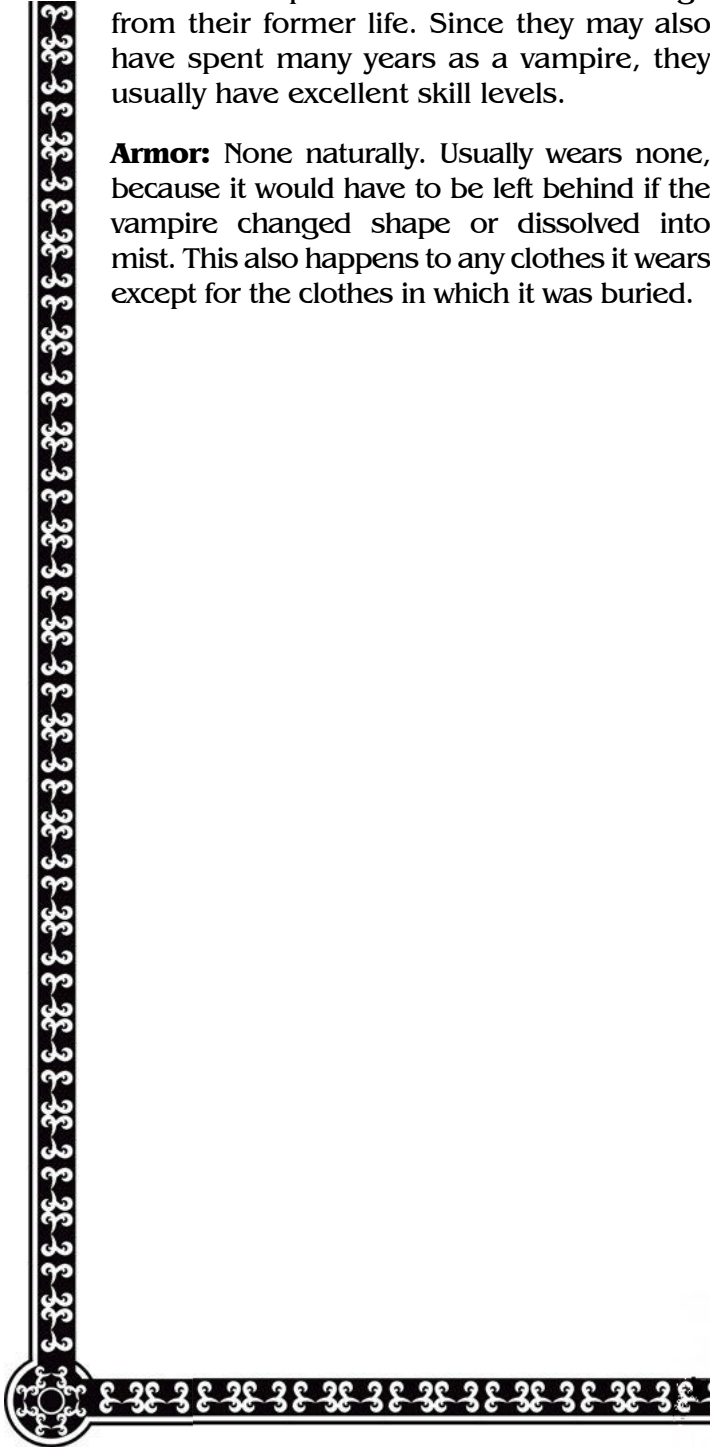
Success indicates that he was lucky and willful enough to avoid the dread glance. Otherwise, the vampire may attack with the Enthrall that round.

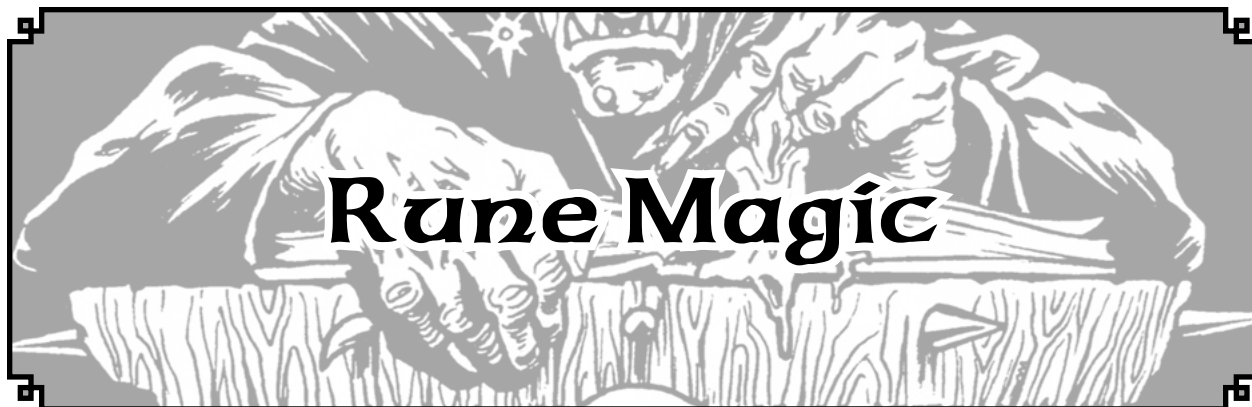
Reflection or similar spells are of no effect against the vampire's Enthrall. However, if an adventurer were somehow able to fight with his eyes closed, he would be protected against this attack.

Since vampires have no POW, they cannot cast Sorcery magic.

Skills: Vampires retain skill knowledge from their former life. Since they may also have spent many years as a vampire, they usually have excellent skill levels.

Armor: None naturally. Usually wears none, because it would have to be left behind if the vampire changed shape or dissolved into mist. This also happens to any clothes it wears except for the clothes in which it was buried.





Some sorcerers inscribe mystical symbols onto objects. These symbols—called runes—are the fundamental building blocks of all creation. Runes tap the substrate of the universe by virtue of their shapes. They are shadow topologies, projections of infinitely-dimensional properties—properties or templates which shape all of time and space. From their essence springs all.

Compared to the great runes of the cosmos, the runes of the physical world are insignificant shadows. Nonetheless, such shapes and glyphs are dangerous marvels to mortal men, who are god-like only in their dreams.

Rune magic is subtle. It has its own rules. No rune is truly permanent, since all things must someday end. But some runes may have lasted for centuries or millennia.

Like spells, runes can be successfully learned or inscribed only by individuals of POW 16 or greater.

- For game purposes, speak of each rune in the singular. For one rune, many individual sigils may need inscription.
- Some runes approximate existing spells and create effects equivalent to those spells and, like spells, most runes affect only one person or one thing.
- Multiples of some runes, inscribed so as to define an area, have uniform power across that area.
- Though potentially thousands of runes exist, no one now knows how to discover a new rune. Sorcerers experiment with

existing runes, combining and blending them to create new effects.

ADVANTAGES AND DISADVANTAGES

Once triggered, a rune exercises its magical effect without regard to a sorcerer's DEX, presence, or even to his or her existence. Some runes allow the inscriber to lend one-use magic to those who cannot cast spells or inscribe runes. Employing runes methodically, a sorcerer can dedicate instant magical effects and extra magic points to power those effects.

In sum, though the ability to inscribe a particular rune counts against a sorcerer's INT-limit to memory, a sorcerer may scatter as many active runes across the landscape as his or her will, time, energy, and magic points allow. An active rune is not deactivated if a sorcerer removes knowledge of it from memory.

Every magical path has disadvantages. Foremost, the topological properties of runes make them difficult to deploy; hence they cost more magic points than do most spells, and take more time to prepare. In most cases, the sorcerer also needs foresight to prepare the right sigils. An inscribed rune evaporates after its effect ends, and to use again it must be laboriously re-inscribed. Long-existing runes naturally decay and become inoperable.

LEARNING RUNES

A rune must be learned individually. An interested sorcerer can learn rune magic from a willing teacher or from records in

grimoires. Follow the procedures for learning magic in the *Magic World* rulebook. The literal meanings of the sigils making up the runes have long been lost, or may never have been known—at least by men.

In learning a rune, one must not merely memorize a shape. To correctly inscribe a rune, a sorcerer must attune his or her mind with the intrinsic body of the cosmic rune, a multiform shape that is beyond reproduction. The learned rune is merely a two dimensional outline of the greater rune.

All runes express the Balance's supernal might, but these lesser runes aid individuals, and have been wrought by Shadow and Light to augment their cosmic struggle. Nonetheless, because they reflect the Balance, runes must be executed with the liveliness and unassuming confidence intrinsic to the Balance, or they do not become active.

RULES OF RUNE PLACEMENT

As a magical topology, a rune must be carefully sited. If the magical connection between its shape and the greater cosmic rune is distorted or broken, the inscribed rune will not accept magic points or become active. If a new deployment of an active rune somehow contradicts rune placement, the rune evaporates.

Rather than make an issue of the rules of placement, the Chronicler should state clearly if an object could bear or harbor a rune.

- A rune can be inscribed on any object that has at least two surfaces, and then on the exterior surface only.

EXAMPLES: *a rune could not go on a solid sphere, but it could be placed on the outer side of a hollow sphere. Any of the six outer surfaces of a closed crate would do equally well, but none of the six inner surfaces of a closed crate would work at all (nonetheless, runes on the exterior of a crate within the first crate would work just fine). A rune could be placed on any side of a crate's lid, but would evaporate if on the inside of the lid when the crate was closed. A*



Curumir activates a Rune

rune could be on the cover of a book, but would not remain on the book's flyleaf, once the book was closed. A rune placed on a hanging portrait frame or on a wall-mirror could be on the front, the back, or on a side.

- Recognizing that the definition of inner and outer is conditional and subject to change, place the rune on the outermost of adjacent surfaces, such as the top layer of armor or clothing, or on the cover of a book.
- The rune must be whole and undamaged. If not, the rune no longer functions, and begins to evaporate along with the magic points in it.
- While some runes can be put on the skin or other surfaces of living beings, and are so identified in the rune descriptions, most runes need a stability that bending, flexing skin cannot offer. All runes can be put on inflexible shapes—a book, a bunk, a floor, a weapon, and so

on. The materials composing a shape or surface need not be uniform or of the same kind, nor held together in a particular way.

- Every rune must be inscribed with passion and verve, the emotions intrinsic to the Balance. Consequently, every rune needs a certain scale of execution, since it is impossible to create some microscopic thing with sweeping and expansive properties. For game purposes, assume that the smallest, simplest rune must be at least two inches (five centimeters) square. Complex runes may need to be very much larger, at the Chronicler's discretion.

EXCLUSIONS

Just as only one spell per object is possible, so only one rune per object is possible. Spells and runes cannot coexist on the same object. Thus the spell Sorcerer's Bulwark and the Rune of Invisibility cannot coexist on the same shield. The first on the shield could defend against magical attacks, but the second would be of no effect.

Multiple runes can be inscribed upon living things, just as multiple spells can be so cast. Runic and spellcast versions of the same effect, such as Breath of Life, cannot coexist on the same being; cast or applied, only the first version of a parallel effect applies.

MATERIALS AND DESIGNS

Special media may be required to inscribe certain runes, at the Chronicler's discretion. Examples include the blood of a demon or rare animal, ink made from the nectars of exotic flowers, or precious materials crushed and mixed as paint. Runes carved, chiseled, etched, written, painted, worked in thick leather, cast in metal, and inscribed in other manners are equally appropriate.

MULTIPLE FORMS

Though single runes always have the same shape, sets of runes that cause the same magical effect may have wildly different de-

signs, representing various creators and magical traditions. Any strange design can represent a rune or set of runes, so long as the design maintains an exotic appeal. Rune magic is different and unusual; It should look it.

RUNES IN THE GAME

A rune channels eldritch energy to achieve a single magical effect. Combined into sets, rune effects can evolve and expand, achieving different magic if the Chronicler allows. To successfully inscribe a rune, a sorcerer must know the rune, and have it in memory. A mind calmed by meditation is also needed.

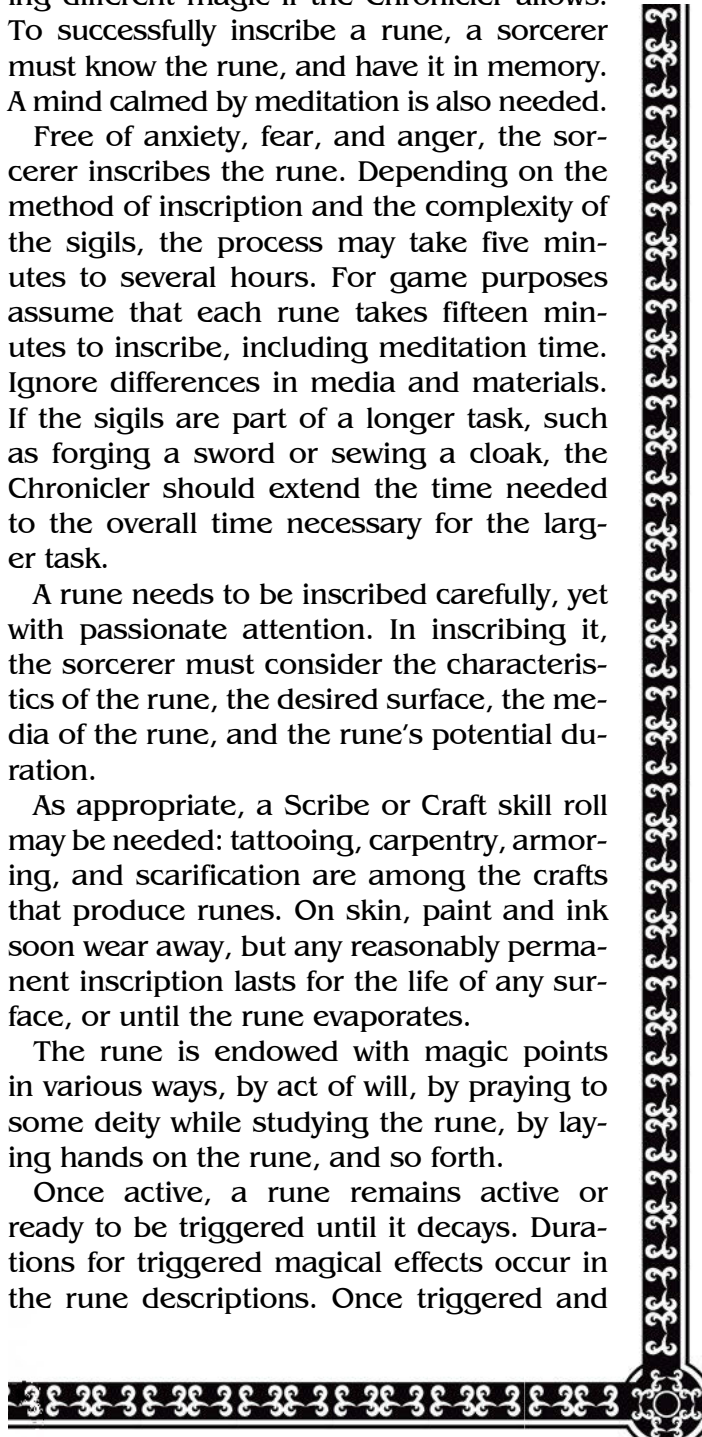
Free of anxiety, fear, and anger, the sorcerer inscribes the rune. Depending on the method of inscription and the complexity of the sigils, the process may take five minutes to several hours. For game purposes assume that each rune takes fifteen minutes to inscribe, including meditation time. Ignore differences in media and materials. If the sigils are part of a longer task, such as forging a sword or sewing a cloak, the Chronicler should extend the time needed to the overall time necessary for the larger task.

A rune needs to be inscribed carefully, yet with passionate attention. In inscribing it, the sorcerer must consider the characteristics of the rune, the desired surface, the media of the rune, and the rune's potential duration.

As appropriate, a Scribe or Craft skill roll may be needed: tattooing, carpentry, armoring, and scarification are among the crafts that produce runes. On skin, paint and ink soon wear away, but any reasonably permanent inscription lasts for the life of any surface, or until the rune evaporates.

The rune is endowed with magic points in various ways, by act of will, by praying to some deity while studying the rune, by laying hands on the rune, and so forth.

Once active, a rune remains active or ready to be triggered until it decays. Durations for triggered magical effects occur in the rune descriptions. Once triggered and



its effect finished, most glyphs then evaporate and vanish.

DURATION AND DECAY

Unless otherwise stated, a rune's magical effect endures for a number of combat rounds equal to the inscriber's POW, as with spells.

If not triggered, runes may decay: roll 1D8 per game year. A result of one indicates that the rune has begun to atrophy—the rune loses one magic point. Losing a magic point disables some runes, which then promptly evaporate. Other runes are weakened by the loss of a magic point, but stay active. When a rune loses magic points equal to the amount originally needed to activate it, the rune always evaporates. An evaporated rune vanishes without trace, leaving behind a clean, unmarred surface.

BREAKING RUNES

Any inscribed rune can be rendered useless and inactive by defacement, by breaking off a part of it, by burning or otherwise destroying the rune object, and so on. However, if the rune is triggered by touch, activation and full magical effect occurs first.

INTERPRETING RUNES

Once activated and then having concluded its effect, a rune disappears: it leaves no physical trace, even if the sorcerer spent hours elaborately carving it out of a solid surface. Adventurers will only see unknown runes, known runes that are active and ready to take effect, and runes that can never take effect because their inscriptions failed. These last are not runes, merely intricate designs without magic.

With a successful Scribe or Craft skill roll, a person of POW 16 or greater can always distinguish an active rune from a failed one. A character of POW 15 or less can never tell the two apart.

UNKNOWN RUNES

Every experienced sorcerer encounters unknown runes. Such runes are dangerous to touch and to eventually be near.

- With a successful POWx1 roll, a trained sorcerer can recognize elements in the rune that partly define the rune's function. Successive attempts must be separated by a week of study and experimentation, although only one success per rune is possible. Note that such research will not reveal whether the rune is active or failed.
- When studying a rune, a successful INTx5 roll defines the creator's intention in creating and placing the unknown rune where it exists. Success does not indicate whether the rune is active or failed.

Apart from these procedures, a sorcerer must experiment to learn the effect or meaning of an unknown rune.

TRIGGERING RUNE EFFECTS

The whole of an item upon which a rune is inscribed is magically active. Thus an Alarm rune on a door activates the entire door: when any part of the door is touched, the rune begins to scream. In some cases a rune may mark an area which, when entered or crossed, activates a magical effect.

CONDITIONAL TRIGGERS

During the inscription process, a sorcerer can limit some of the conditions for activating a rune. This must be done when the rune is inscribed. A D100 roll of POWx3 or less indicates success, otherwise the rune performs per the written description.

For example, a sorcerer could specify that a rune activate only when a man triggers it, or only when an animal does, or only a demon, and so on. Perhaps the rune is triggered when light shines upon it, or when darkness falls, or when wetted, or when a word is spoken. Many sorts of conditional triggers are possible. However, all should

be general: though a condition can specify a class of entity or phenomenon, a rune has no intelligence and cannot distinguish between individuals of a species, for example.

A sorcerer can broaden the application of a rune by learning how to combine runes, so that a new combination is equal to a new task. Learning such techniques may take decades.

EFFECTS OF RUNES UPON ENTITIES

Conditions and effects of rune magic upon humans, demons, elementals, and supernatural entities remain as those for spells.

DEMONS: following the general rule of a single magical effect per item, the demon's focus cannot be an active rune.

ELEMENTALS: the inscription of the appropriate rune is necessary to summon an elemental. However, such glyphs are not endowed with magic points. The rune's inscription is merely a sign of respect to the pertinent ruling family of the appropriate element, and an aid to concentration.

RUNE NAMES AND SHAPES

The use of runic magic is widespread. As with spells, many names for the same runes exist. They vary by region, magical tradition, language, and even by sorcerer. Similarly, runes of the same effect sometimes greatly vary in shape.

THE RUNES

RUNE OF ADMONITION (1 MP)

Range is touch. Inscribing this rune, the sorcerer thinks of a short message (three sentences or less, cannot be a spell). The person touching the sigil or object hears the caster's message mentally and as though spoken by the inscriber.

This rune could carry ordinary information but so could a note, which would be much faster to write. Instead, it is usually employed to warn away intruders, or to alert

travelers to impending danger. The rune evaporates in 1D8 years. It may not be inscribed on skin.

RUNE OF ALARM (3 MP)

Range is touch. This rune emits three piercing screams when the object or person it is inscribed upon is touched by anyone else. For convenience, the sorcerer who inscribed the rune never triggers the alarm. The rune remains active until it decays in 1D8 years, or until broken. It may be inscribed on skin.

RUNE OF BENIGN PURITY (2)

Range is touch. When inscribed on a goblet, plate, or other dish, this rune turns poisoned food or drink in the object or on it to steaming ash. Transferable, the effect occurs regardless of who is using the object. The rune's duration is 1D8 years. It may not be inscribed on skin.

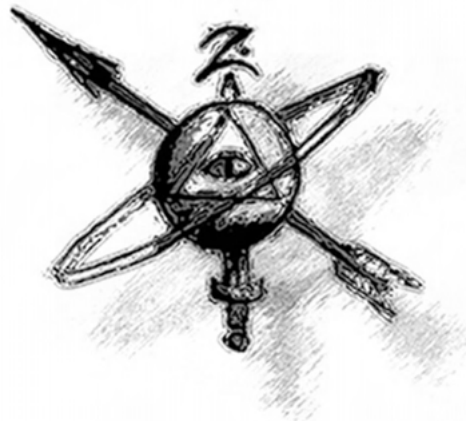
RUNE OF BEWILDERMENT (1-3)

Range is touch. When touching a target, this rune automatically disorients the victim: he or she is unable to attempt a skill or to make a decision without first receiving a successful Idea roll. Failing that roll, he or she can do nothing except Dodge or cringe until the next round. The effect lasts for the inscriber's POW in combat rounds. Each magic point placed in the rune powers one application of the effect. When the last magic point is drained from the rune, it evaporates and vanishes. Duration of the rune is 1D8 years. It may be inscribed on skin.



RUNE OF COLOR (1 or more)

Range is touch. This rune changes the color of objects and persons upon which it is inscribed. Thieves reputedly use it to color themselves and their gear inky black, thus avoiding detection at night. Augment the Hide skill of those so camouflaged by no more than 40 percentiles. Duration is 1D8 hours per magic point invested. It may be inscribed on skin.

**RUNE OF COMMAND (4)**

Range is touch. Having successfully inscribed this rune on a living being or pressed such a rune against his or her skin, the sorcerer may attempt domination of the target. Compare POW:POW on the resistance table. If successful, the sorcerer wins control of the victim's will for 1D8 hours. If the target wins, he or she resists the attack. Commands may be of any sort intelligible to the victim, but if a command is clearly inimical to the victim's nature, he or she may attempt a new resistance table roll to try to break the domination.

The rune has no effect against demons or other entities from beyond this plane, and this includes elementals and other supernal beings. It may be inscribed on skin.

RUNE OF CONFINEMENT (5 or more)

Range is touch. Having paced out a loop that begins and ends at the inscription of this rune, the inscriber creates a sturdy, somewhat elastic enclosure which blocks all physical attacks from within it. The inscriber must always remain on the outside of the barrier, for the magic to work.

The resulting enclosure has a top, bottom, and sides, and all aspects of it conform to intervening roofs, walls, and so forth. Air moves freely across this barrier, but smoke, water, dust, and denser substances and surfaces cannot pass through it. It shields those outside from physical attack from within, though it does not defend against magic; it stops demons and demon skills, but demon abilities and elemental attacks can penetrate it.

The smallest version of this enclosure costs four magic points to inscribe, plus another magic point to extend it for the first yard, just enough to encompass a humanoid form. This barrier also has five STR, equal to the magic points at the time of inscription. Increasing the sacrifice to six magic points extends the barrier for another yard and increases its STR to six. Each additional magic point increases the extent of the enclosure and its STR by one. If a wall or floor impedes expansion, the enclosure grows stronger, but not bigger.

Break such a barrier by matching the STR of the attacking force against the barrier's. The first success of an attack weakens the enclosure by 1D3 STR. The second success weakens the enclosure by 3D3 STR. The third success finally breaks the barrier, and the rune evaporates. Nothing can penetrate the barrier until it is broken.

The inscribed rune is on the outside of the barrier. This rune decays and evaporates in 1D8 days. It may not be inscribed on skin.

RUNE OF DEFENSE (5 or more)

Range is touch. Having paced out a loop that begins and ends at the inscription of this rune, the inscriber creates a sturdy, somewhat elastic barrier which blocks all physical attacks from outside it. The caster must remain on the inside of the barrier, for the magic to work. The enclosure has a top and bottom as well as sides, and all aspects of it can be contiguous with intervening roofs, floors, and walls. Air moves freely

across this barrier, but smoke, water, dust, and denser substances and surfaces cannot pass through. It shields those inside from physical attack from outside it, though it does not defend against magic. It stops demons and demon skills, but demon abilities and elemental attacks can penetrate it.

The smallest version of this enclosure costs four magic points to inscribe, plus another magic point to extend the barrier for the first yard, just enough to encompass a humanoid form. This barrier is also of five STR, equal to the magic points devoted at the time of inscription. Increasing the barrier's extent by a sixth magic point increases its extent to two yards and its STR to six. Each additional magic point increases the enclosure's extent and its STR by one. If the expansion of the enclosure is impeded by walls, floors, or roofs, the barrier gets stronger, but not bigger.

Break such a barrier by matching the STR of the attacking force against the barriers. The first success weakens the enclosure by 1D3 STR. The second weakens the enclosure by 3D3 STR. The third success finally breaks the barrier, and the rune evaporates. Nothing penetrates the barrier until it is broken.

The inscribed rune is on the inside of the barrier. This rune decays and evaporates 3D3 days after inscription. It may not be inscribed on skin.

RUNE OF FIRE (4)

Range is touch. When touched this rune bursts into flame, causing 1D6 damage per round. The target's hair and clothes burst into flame; armor does not defend against this magical attack. The object inscribed by the rune is unaffected by the flames. The victim gets a Luck roll each round to put out the flames, but at the start of the next round the flames rekindle; this continues for the inscriber's POW in combat rounds, then the rune evaporates. This magical flame can be extinguished by being immersed in water, by a 4-point Undo Magic spell, or a 4-point Rune of Refutation. Roll for hit point loss

each round that the fire rekindles. This rune may not be inscribed on skin.

RUNE OF ICE (4)

Range is touch. When touched, this rune costs the victim 1D6 hit points in cold damage each round, for the standard duration. Armor defends against this damage for the first ten rounds. If the target triggers the rune with bare skin, the skin freezes instantly to the object and must be cut away. It may not be inscribed on skin.

RUNE OF INVISIBILITY (varies)

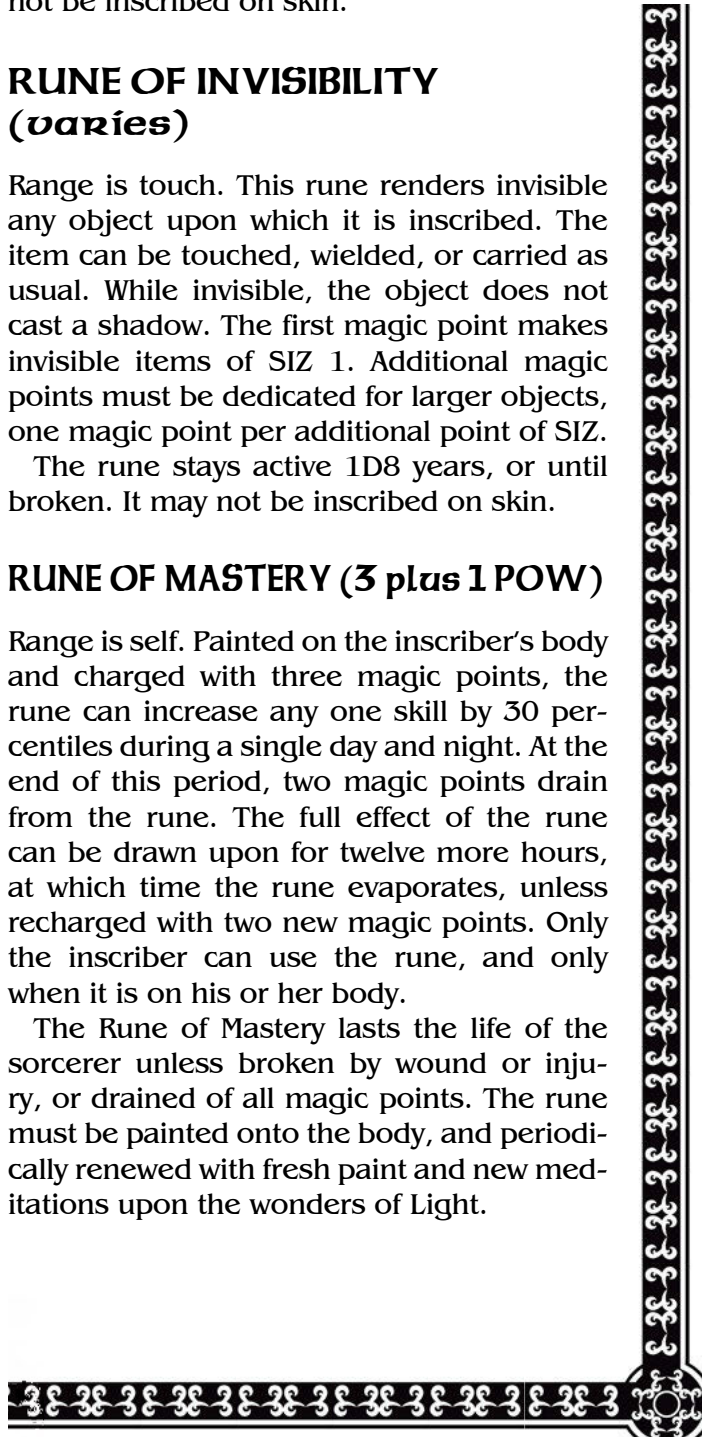
Range is touch. This rune renders invisible any object upon which it is inscribed. The item can be touched, wielded, or carried as usual. While invisible, the object does not cast a shadow. The first magic point makes invisible items of SIZ 1. Additional magic points must be dedicated for larger objects, one magic point per additional point of SIZ.

The rune stays active 1D8 years, or until broken. It may not be inscribed on skin.

RUNE OF MASTERY (3 plus 1 POW)

Range is self. Painted on the inscriber's body and charged with three magic points, the rune can increase any one skill by 30 percentiles during a single day and night. At the end of this period, two magic points drain from the rune. The full effect of the rune can be drawn upon for twelve more hours, at which time the rune evaporates, unless recharged with two new magic points. Only the inscriber can use the rune, and only when it is on his or her body.

The Rune of Mastery lasts the life of the sorcerer unless broken by wound or injury, or drained of all magic points. The rune must be painted onto the body, and periodically renewed with fresh paint and new meditations upon the wonders of Light.



RUNE OF PROTECTION (1 or more)

Range is touch. Inscribed on the exterior of a closed space, this rune denies entry to a wide range of supernatural creatures. Although usually placed on a door which is then closed, any exterior wall, ceiling, or floor does as well, and doors and windows may be open or closed. The room or container may be of reasonable size, but extraordinarily large volumes may require additional runes.

Barred entities include undead, ghosts, ghouls, and other necromants, and all demons and demon-like beings who have abilities. Elementals are unaffected, as are mortals of the physical world. Significantly, the barrier also blocks magic cast from either side of it.

Entities may physically attack the barrier in the hope of breaking it. The STR of the barrier is equal to the inscriber's POW. In an attack, measure STR:STR on the resistance table, except that entities with no STR, such as ghosts, match POW:STR instead. If several entities attack, treat each attack separately. Each entity may attack only once per round.

If an attack succeeds, the barrier loses 1D3 STR. Once all of its STR is drained, the barrier falls. Though the Rune of Protection is on the outside of the protected volume, its glyphs are impervious to damage until the barrier breaks.

Once inscribed the rune remains active for 3D3 hours then evaporates. It may not be combined with Triune Rune of Protection, Rune of Defense, or Rune of Confinement, but it is compatible with the Rune of Strength so long as that rune is within the room or container. This rune may not be inscribed on skin.

RUNE OF RECALL (1 per year)

Range is touch. Placing this rune against a person, the inscriber can then have that person relate in detail what happened to him or her during any of the 365 days of a particular year. The target's recall is as total as the interrogator wishes.

Each magic point devoted moves the target's memory back another year (ten points moves recall back ten years, for instance). This rune reveals nothing more recent than 365 days ago. The answers are honest, but the runes intrinsic link to Shadow leads to hyperbole, metaphor, and exaggeration the questioner must read between the lines.

The rune evaporates after the interview concludes. The subject remembers nothing of the information he recalled. This rune may not be inscribed on skin.

RUNE OF REDACTION (1-4)

Range is touch. For each magic point charging it, this rune defeats an equal number of points of cast magic, including the spells Bonds Unbreakable, Bounty of the Sea, Flames of the Sun, Fury, Gift of the Earth, Liken Shape, Make Fast, Make Whole, Midnight, Moonrise, Muddle, Pox, Refutation, Wings of the Sky, and Witch Sight. The Rune of Softening can also be defeated. When its magic points are exhausted, this rune evaporates. It may be inscribed on skin.

RUNE OF RED HORROR (8, plus optional 1 POW)

Range is touch. When inscribed on the skin, this dread rune begins a vicious cycle of hallucinations that combine terrifying images from the victim's mind with horrific scenes from a demon plane. The target has an initial chance to resist the rune and even to break it with a successful POW:POW resistance table roll, but if the rune also contains with 1 POW, no chance exists of resisting the rune's cruel magic.

The victim, though awake, becomes catatonic and unable to perform simple actions. Each day, the target can attempt to ignore the terrifying visions, though the magic becomes harder to resist with prolonged exposure. They can will away the terrifying images given a successful D100 roll. The first day the threshold is the victim's POW x8 or less on D100 to will away the nightmarish images, the second day POW x7, and so on until the visions seem to be entirely real.

On the ninth day, the eight-day cycle starts all over again (at POW x8). By the third or fourth cycle, the victim is eager to say or to do anything to eclipse the monstrous visions. After eight cycles, the rune evaporates and the victim is free of it, but no human has ever stayed sane so long.

RUNE OF RIGHTEOUS ENTRY (4)

Range is touch. Inscribed on an object of SIZ 8 or less that is then closed (such as a book, chest, or cupboard), this rune denies access to all except the inscriber, who is able to open and use the object normally.

To those aligned with Shadow, the seal has STR equal to the inscriber's POW x3; to those aligned with the Balance, the seal has STR equal to the inscriber's POW x2; to those aligned with Light, the rune has STR equal to the inscriber's POW x1. A successful STR:STR resistance table roll breaks the rune and opens the object.

Only one attempt per round can be made to open an object so protected. This rune endures for 1D8 years.

RUNE OF SECRECY (3)

Range is touch. While touching it, any who do so become resistant to spying, especially magical spying. Though they can be seen, they can no longer be heard or smelled, and spells such as Sorcerer's Ear, Sorcerer's Eye, and Rat Vision no longer operate so long as their targets are touching the rune. Similarly, the demon abilities See and Seer no longer detect those touching the rune. Witch Sight and Soul Sight are still effective, however. Duration is 1D8 years. The Rune of Secrecy may not be written on skin.

RUNE OF SHADOW (8 plus 1 POW)

Range is self. Filled with eight magic points, the rune can, three times, add a random number of magic points to the inscriber's current total. The first time, roll 1D8 for the number. The second time, roll 1D4. The third time, roll 1D2. After the third roll, the rune is empty of magic points, but it can be

refilled at the inscriber's convenience. Add one point to the Shadow box for each draw of magic points. It endures for the life of the inscriber, unless broken by wound or injury. The rune must be permanent to the skin of the inscriber either by tattoo or scarification, and only the inscriber can draw upon its magical effect.

RUNE OF SHUTTERED NIGHT (3)

Range is touch. Inscribing the rune on a victim's skin causes him or her to go blind for the duration of the rune. The rune remains active until it decays and evaporates, or until the rune itself is broken. Its duration is 1D8 years.

RUNE OF SLUMBER (6 + 1 POW)

Range is touch. When inscribed on the skin, this rune causes the recipient to fall into a coma-like sleep from which he or she cannot awaken normally. The inscriber must make a successful POW:POW resistance table roll for the rune to take effect; ordinarily the target is captive and drugged.

The rune successfully applied, once per day the victim can attempt to break free via a successful POW:POW resistance contest—but the freedom is only for that number of combat rounds equal to his or her POW. When the last round so won has expired, the victim succumbs to deep slumber. Duration lasts for 1D8 years, or until the inscriber frees the victim.

RUNE OF SOFTENING (1-8)

Range is touch. This rune does great harm. When someone touches an object inscribed with it, a subtle whirring of gleeful voices is heard, and a weakening of body tissue ensues. Parts of the victim begin to run and melt, losing shape and perhaps falling away like hot wax. The attack inflicts 1D2 hit points for each magic point endowed in the rune. Major Wounds apply. Although all body functions continue normally, the victim is hideously disfigured, suffering a permanent reduction of APP as the Chronicler deems



appropriate. Fortunately, armor helps protect against this attack. The rune's duration is 1D8 years.

RUNE OF STRENGTH (1-4)

Range is touch. This rune magically increases the material strength of a door, gate, wall, floor, or other load-bearing structure. Per magic point spent, increase both the hit points and the STR of the structure by five. This rune endures for the inscriber's POW in days. If the structure is broken, the rune evaporates.

RUNE OF TRUTH (3)

Range is touch. See also the Triune Rune of Truth. Anyone touching the Rune of Truth must either tell the truth in response to a question, or look away and remain silent. Misdirection or lying is impossible, and the witness is unable to let go of the rune object until the questioner concludes the interview. The target can choose to contest a question with a successful POW:POW roll. With a success, the Rune of Truth cracks asunder and its inscription boils away—a heretical act sure to be unpopular in a court of law. Failing the resistance table match, the witness blurts out the whole truth surrounding the question.

Since a witness must touch it, the rune is usually made of metal, hardwood or other material resistant to disfigurement. The Rune of Truth stays active until it decays and evaporates, or until the rune itself is broken. It may not be inscribed on skin.

TRIUNE RUNE OF PROTECTION (3 OR MORE)

Range varies. Three runes are inscribed to define an equilateral triangle not longer than nine yards on a side. A wide range of supernatural creatures are denied passage or reach into this area from any direction. These include undead, ghosts, ghouls, other necromants, and all demons and demon-like beings that have abilities. Elementals are unaffected, as are mortals of the physi-

cal world, who all may pass in and out without hindrance.

Significantly, the barrier also blocks magic cast from either side of it. Entities may attack the barrier in the hopes of breaking it. It has STR equal to the inscriber's POW. In an attack, measure STR:STR on the resistance table, except that entities without STR, such as ghosts, match POW:STR instead. If several entities attack, resolve each attack separately. Each entity may attack once per round.

If an attack succeeds, the barrier loses 1D3 STR. Once the barrier is drained all STR, the barrier falls. Though the Runes of Protection are on the outside of the protected volume, the sigils themselves are impervious to damage until the barrier is broken, when the runes break and the barrier fails.

Once inscribed, the runes remain active for 3D3 hours. This barrier may not be combined with Triune Rune of Truth, Rune of Defense, Rune of Confinement, or the Rune of Strength. This rune may not be inscribed on skin.

TRIUNE RUNE OF TRUTH (3 x3)

Range is within a triangle three yards on a side. This use requires that each of three Runes of Truth be inscribed three yards distant from each other. Hostile and suspicious people conduct parleys with this arrangement. All within the defined area control what they say, and can omit information. But if someone speaks, he or she can only speak the truth. Physical attacks, magic, and demon-related actions occur normally: the rune provides only the ascertainment of truth. The three runes break and the effect concludes when the first person leaves the area bounded by the triangle.

SPELL-LIKE RUNES

Some spell-like effects can also be created by runes, though some effects differ in degree. The inscriber of the rune and the wearer do not have to be the same person, but magic points are deducted from the inscriber at the time of inscription. Unless worn away,

used up, or broken, these runes last 1D8 years. Knowing the spell version does not mean that a sorcerer knows the rune version, and vice versa. Those of POW 15 or less may wear or deploy these runes, but they learn nothing from them.

RUNIC BREATH OF LIFE (1)

Range is touch. This rune allows the owner or wearer to breathe water as if air. Written on an item or on the skin of a person, he or she activates the effect by touching the rune at need. One time use only, for the inscriber's POW in combat rounds.

RUNIC CLOAK OF NIGHT (4)

Range is touch. This rune increases the wearer's Hide skill by 80 percentiles. The sigils can be inscribed on the owner's skin, or on a ring or other jewelry. The rune activates once, for the wearer's POW in combat rounds.

RUNIC SORCERER'S ARMOR (4)

Range is touch. Inscribed on the owner's skin. The rune armors a person so protected with four points of one-sue armor, triggered by an opponent's first attack with a weapon. The rune activates once, for the wearer's POW in combat rounds.

RUNIC SORCERER'S BULWARK (4)

Range is touch. Inscribed on a shield, this rune triggers when a weapon hits the shield. It activates once only, for the wearer's POW in combat rounds. The rune may not be inscribed on skin. The spells Sorcerer's Hammer, Sorcerer's Razor and Sorcerer's Sharp Flame also can be deployed as runes but Sorcerer's Talons cannot be.



Runic Sorcerer's Bulwark

RUNIC POX (1-8)

Range is touch. The target's magic points are attacked when this rune is triggered. Make a MP:MP Resistance roll, using the magic points in the rune as the attacking force. With a failure, the rune moans and breaks. With a success, drain 1D8 magic points from the target; then continue to roll until the target loses all magic points, or until the rune breaks. Duration is 1D8 years until used. This rune may not be inscribed on skin.

Summary of Runes and Spell-Like Effects

Rune of	MP Cost	Range	Duration*	Inscr. on	Effect
Admonition	1	Touch	1D8 Year	Object	short message or warning transmitted mentally.
Alarm	3	Touch	1D8 Years	Object/Skin	emits screams when outsider touches it.
Benign Purity	2	Touch	1D8 Years	Object	turns poisoned food/drink to ash upon contact.
Bewilderment	1-3	Touch	1D8 Years	Object/Skin	disorients a target.
Color	1 or more	Touch	1D8 Hours/MP	Object/Skin	changes color of people or objects.
Command	4	Touch	1D8 Hours	Object/Skin	victim does as bid.
Confinement	5 or more	Enclosure	1D8 Days	Object	enclosure resists physical attacks from within it.
Defense	5 or more	Enclosure	3D3 Days	Object	enclosure resists physical attacks from outside it.
Fire	4	Touch	1D8 Years	Object	victim's hair and clothes burn, 1D6 hp per round.
Ice	4	Touch	1D8 Years	Object	freeze damage, 1 D6 hp per round.
Invisibility	Varies	Touch	1D8 Years	Object	1 MP per SIZ for object to be Invisible.
Mastery	3+1 POW	Touch	Life	Skin	increases chosen skill by 30 percentiles for 1 day.
Protection	1 or more	Barrier	3D3 Hours	Object	creates barrier proof against magical effects.
Recall	1 or more	Touch	1D8 Years/MP	Object/Skin	subject relates in detail events of a particular year.
Redaction	1-4	Touch	1D8 Years	Object/Skin	defeats certain cast magics and runes.
Red Horror	8+0/1 POW	Touch	64 Days	Skin	generates sanity-smashing hallucinations.



Summary of Runes and Spell-Like Effects Continued

Rune of	MP Cost	Range	Duration*	Inscr. on	Effect
Righteous Entry	4	Touch	1D8 Years	Object	keeps objects strongly closed.
Secrecy	3	Touch	1D8 Years	Object	creates point of silence, defeats some magic.
Shadow	8+1 POW	Self	Life	Skin	gives extra magic points.
Shattered Night	3	Touch	1D8 Years	Skin	blinds victim.
Slumber	6+1 POW	Touch	1D8 Years	Skin	victim falls into coma; rouses rarely.
Softening	1-8	Touch	1D8 Years	Object	touched, victim melts in proportion to total MPs.
Strength	1-4	Touch	POW Days	Object	increases structural STR in proportion to MPs.
Truth	3	Touch	1D8 Years	Object	witness must tell truth or remain silent.
Triune of Truth	3x3	Runes	Until Exit	Object	those speaking must tell the truth or remain silent.
Triune of Protection	3 or more	Runes	3D3 Hours	Object	creates enclosure safe from most magical effects.

Spell-Like Runes

Runic Spell	MP Cost	Range	Duration	Inscr. on	Effect
Runic Breath of Life	1	Touch	1D8 Years	Object/Skin	one-use** ability to breathe under water.
Runic Cloak of Night	4	Touch	1D8 Years	Object	one-use increase in Hide by 80 percentiles.
Runic Sorcerer's Leap	4	Touch	1D8 Years	Object/Skin	one-use increase in Jump by 80 percentiles.
Runic Sorcerer's Armor	4	Touch	1D8 Years	Armor	one-use, adds 4 points to stopping power of armor.
Runic Sorcerer's Bulwark	4	Touch	1D8 Years	Shield	one-use, adds 4 points to stopping power of shield.
Runic Sorcerer's Hammer	4	Touch	1D8 Years	Blunt Weapon	one-use, adds 4 points to damage done.
Runic Sorcerer's Razor	4	Touch	1D8 Years	Edged Weapon	one-use, adds 4 points to damage done.
Runic Sorcerer's Sharp Flame	4	Touch	1D8 Years	Piercing Weapon	one-use, if max damage add 1D6 fire damage.
Runic Membrane	3	Barrier	1D8 Years	Object	one-use, creates barrier based on inscriber's POW.
Runic Pox	1-8	Touch	1D8 Years	Object	one-use, drains 1D8 or more MPs from victim.

*duration - this refers to the duration of the rune. The duration of the effect is usually the inscriber's POW in combat rounds.

** One use - once triggered, the magical effect lasts for the inscriber's POW in combat rounds, then evaporates.



The warrior who, oblivious to his own fatal wounds, summons all his skill to deliver one exquisite blow to slay the terrifying beast before it can ravage the city he is sworn to protect demonstrates Arete; the gentle scholar who tirelessly walks amongst the plague-ridden outcasts, careless of his own health, in search of the cure for the disease that wracks the city also demonstrates arete. It can be present in a single, perfectly-executed stroke of a paint brush; the flawless performance of a song or the indomitable will that guides a band lost in the wilderness home to safety.

This set of additional rules suggests a number of ways of acknowledging excellence in a *Magic World* character. First it discusses the ways in which the basic *Magic World* rules already acknowledge capability and exceptional performance. Then it outlines three alternative, but mutually compatible, optional additional effects that a Chronicler could choose to make available to characters with exceptional skills (those with scores of 101 or greater) above and beyond the benefits that accrue to such a skill in the standard *Magic World* rules.

DEGREES OF SUCCESS REVISITED

The existing *Magic World* system of skill rolls and degree of success / failure already acknowledges the ebb and flow of achievement in a way that reflects excellence: high skill characters will succeed—and possibly achieve special successes—more often. The core *Basic Roleplaying* rule book divides skill levels up in a fairly detailed schema of

novices, amateurs, journeyman etc. In *Magic World*, with its more free flowing approach, we can recognize three broad categories:

01-50 - Inexperienced: a character has some capability and knowledge of the skill but they cannot perform routine tasks reliably: they may be a raw natural talent, an apprentice still learning their craft, or a self-taught individual. Given time for repeat attempts, or a willingness to accept less than professional quality, they can certainly “make do” at the skill and random fortune can allow exceptional individual performances—but they will not be able to make a reliable living from the skill. For a character with skills in this range only the simplest tasks would be classed as routine actions (see *Magic World*).

51-100 - Professional: a character has significant capability and understanding of the skill. They can perform relatively easy tasks flawlessly the vast majority of the time. The village blacksmith, who never has to make a skill roll to shoe a horse or make a new door hinge; the scribe who never has to make a roll to create a letter for his lord; the dispatch rider who routinely rides between the forest outpost and the Imperial Fort and doesn't have to roll for every journey – these are all examples of a skill of 51 or more and the sort of mundane task a Chronicler would likely decide were routine for such a character. If the Blacksmith is challenged to craft a perfect horse shoe (perhaps by a whimsical Fey), the scribe to write a letter to persuade the king of his lord's case in a legal

dispute or the dispatch rider has to divert off the road across the Bleak Moors in foul weather, THEN the player should expect to roll. But once a character hits 51 or more in a skill they can reliably make a living from that activity.

101 or greater – Mastery: the character has achieved real understanding and mastery of the activities and body of knowledge covered by this skill—even when performing exceptionally difficult tasks, they are likely to succeed more than half the time. Others will seek out the character to learn from them if they are agreeable and sedentary enough. The Blacksmith’s wares are spoken of with respect and their fame has spread to the adjacent villages if not beyond; the scribe’s works are sought after by collectors of fine calligraphy and rhetoric throughout the region; the dispatch rider is known as someone who can be entrusted with urgent messages that require navigating the most challenging terrain.

Simply by having a skill score of 101 or more, a character is marked as exceptional and has abilities significantly beyond those of average folk. In practical game mechanics terms, their chance of a special success increases and their chance of fumbling decreases (from 99-00 to only 00). In addition, *Magic World* details specific rules for skills of 101+ for the following skills: Brawl, Craft, Potions, Sailing, and Weapon Skills.

In addition to the above benefits, Chroniclers may choose to add three further types of enhancement related to excellence and skill:

- **Hands of The Master**—looks at providing additional enhancements to the execution of skills above 100, to reflect their exceptional nature.
- **Rewards of Excellence**—builds on the existing benefits described for some skills in *Magic World* (weapon skills, Potions etc.) and previous BRP games to provide a consistent system of beneficial options for characters with skills over 100.

Arete

Variable Critical Chance

In *Magic World* the chance of a critical success varies with skill—it’s 1/20th of the full skill. Chroniclers who would prefer the chance of a critical success to be more or less frequent than this default can implement one of the following simple optional rules instead:

OPTION A

A character with a skill of 100 or less achieves a critical success on a roll of 01 only. The chance of a critical success is increased by 1 for every 50 points (or fraction thereof) of skill above 100. So a character of skill up to 100 achieves a critical success on roll of 01; a skill of 101–150 achieves a critical success on roll of 01-02; a skill of 151 – 200 achieves a critical success on roll of 01-03 etc. Note that this rule reduces the frequency of skill rolls that achieve critical success compared to what occurs with the core *Magic World* rules, but also makes skill above 100 more significant as at that threshold the chance of a critical success starts to increase.

OPTION B

A character can only roll a critical success on a skill they have 11 or more points in. A player’s chance of rolling a critical success is 01 if their character’s skill is 50 or less, and increases by 01 for every 50 points (or fraction thereof) above that, so a skill of 51-100 has a critical chance of 02, a skill of 101-150 a critical chance of 03 etc. This option also reduces the basic frequency of a critical success, but doesn’t have the “step” at a skill of 101.

Chroniclers should also consider the impact this will have on their campaigns and the feel it has in play—varying the frequency of exceptional success in play says something quite profound about the nature of the characters that are the focus of the game. Chroniclers might want to consider making achieving critical success less frequent (increasing the chance for every 100 points rather than every 50) or perhaps a less dramatic chance (making a critical 1/25th of skill); equally, Chroniclers may want to make criticals MORE frequent, and perhaps easier to calculate by increasing the critical chance for every 10 points of skill (i.e. critical is 1/10th skill).

- **The Work of a Master**—looks at the lasting impact the truly exceptional acts of an exceptionally skilled individual can have on the world.

None of these effects require magic points—this is not magic or sorcery, no mere manipulation of the ephemeral stuff of the world or its pale shadows, but arete, excellence incarnate. These deeds, the Gods and Fates themselves take note of...

THE HANDS OF THE MASTER

When a character with a skill of 101+ exercises that skill, they get a choice of one of the following one-off benefits as an additional benefit of a successful roll. Either benefit must be used within a reasonable time from the original action, and must be plausibly related to the original action, whichever benefit is chosen. Neither benefit has any effect on the skill target the character is rolling against and both require a successful skill roll to achieve the effect:

- A secondary skill bonus equal to their special chance on a single related subsidiary skill check by themselves or others. This cannot be simply a repeat of the original action (the Master cannot simply do what they did again with a bonus), but it could be that the Master's action provides an opportunity for an ally to follow up on the original action—a sword master with 160 skill attacking an opponent would have a +32 bonus to an attempt to intimidate their opponent (or other witnesses to their skill) or could grant one ally a +32% bonus to the allies next attack against the same target.
- They get a quantitative bonus that improves the immediate result of their skill roll according to the Effect Die table (see nearby side bar). So the sword master gets to add 1D4 damage; a master Healer with Physik 340 heals an extra 1D10 damage. These additions are to the total quantity achieved and are not included when any multiplication effects are applied—so the damage from a special success by the Sword master is the sword's base damage doubled (e.g. 2D8+2 for a broadsword),

plus 1D4 for the character's great skill, plus their damage bonus, if any.

Chroniclers and players are encouraged to be creative in applying these options: not every skill has a secondary "quantity" roll as weapon skills or Physik does; not every skill is used in a fashion for which it is easy to identify a logical secondary bonus. The intent is that the effect should be appropriately "scaled" to the character's exceptional skill and a plausible consequence of that phenomenal level of competence.

Both options above grant a brief, transitory effect for succeeding at an exceptional skill. Under *The Work of a Master* (page 111) we will look at more permanent effects that can result from moments of exceptional skill use by masters.

THE REWARDS OF EXCELLENCE

This option offers characters the option of applying additional effects to their skill results, sometimes (but not in every case) in return for applying a penalty to their chance of success. For every full 50 percentiles or fraction thereof above 100 (see the Effect Die table in the nearby side bar) in a skill a character gets to choose one optional benefit they can implement. Typically, if the benefit chosen has a single effect, there is no further consequence to the character's skill. Benefits that can stack (that is, can be taken more than once) are taken at the "expense" of halving the character's skill (always round down), although a skill cannot have so many benefits applied that it drops below 40. So a character with 280 skill has the option of applying one such benefit and halving their skill to 140, or they could apply two benefits (or the same one twice) and would halve their skill twice, reducing it to 70. They can not apply three benefits that require another halving of the skill, as this would reduce their skill to 35, which is less than the minimum threshold of 40. This reduction is applied before other situational penalties detailed in the *Magic World* rules are applied.

While some may be daunted by the amount of calculation in the rules that follow, remember that since a character can only take a single benefit for every 50 percentiles over 100 in a skill, characters will have fairly fixed options for the numbers of benefits, and the calculations can be worked out in advance. A Dodge skill of 180 could be recorded as Dodge 180 (90, 45) and it will change fairly infrequently.

Note that benefits are not described for every every skill listed in *Magic World* for this option: some skills are too prosaic to easily enhance without the enhancements becoming too extravagant. Chroniclers who would like to add benefits to the skills not included here are encouraged to devise their own. The list of skills with no benefit detailed under the Rewards of Excellence are: Bargain, Fast Talk, Listen, Nature, Oratory, Other Language, Own Language, Physik, Pick Lock, Potions, Repair/Devise, Scribe, Search, Sense, Track, Trap, World Lore.

The list of available benefits is as follows:

COMBAT SKILLS

Melee Weapon Attacks

As a single benefit, a character can make an additional attack 5 DEX after their first attack by splitting their skill between both attacks (for characters with 101+ weapon skill this duplicates the effect available in the *Magic World* core rules). Additional uses of this benefit allow a single additional attack (each 5 DEX after the previous one) for a further halving of the skill level for all the attacks, but no attack can be below 40. So a character with Sword 320 could take up to five benefits—they could halve their skill three times allowing them to attack FOUR times (at their DEX Rank, DEX -5, DEX -10 AND DEX -15) with a skill of 40 (halving their skill three times in succession and subject to the limitation that no attack can be below 40). The ability from *Magic World* for characters with 101+ skill in a particular weapon to “quick-draw” it without the usual 5 DEX penalty is now a single benefit that does

Arête

Effect Die Table

At various points in these rules, we refer to the Effect Die table. This indexes skill above 100 to a die size or number of effects, and is used throughout these rules to quantify the size of the bonus (or number or bonus effects) a character can choose.

Skill	Die	Effects
101-150	1D2	1
151-200	1D4	2
201-250	1D6	3
251-300	1D8	4
301-350	1D10	5
351-400	1D10+1D2	6

etc.

As with optional rules mentioned earlier for varying how critical success is determined, Chroniclers should consider varying the values in the Effect Die table, as presented here, the table offers improvements in steps of 50 points of skill above 100. Chroniclers can “slow” this progression (so each step takes 100 points), which would reduce how frequently and dramatically the various options described in these rules would impact play. Alternatively the Chronicler can use 25 points for each step, which would significantly increase the impact of these rules.

NOT require they halve their skill. So the character with Sword 320 could sheath their Axe starting on their DEX rank and 5 DEX rank later have their Sword drawn and then attack with a skill of 40 at DEX-5, DEX-10, DEX-15 and DEX-20; if they have the DEX!

Missile Attack

Assuming the character has adequate ammunition plausibly to hand, a Master with any personal missile weapon can effectively reload instantly: note that each such reload does count as a benefit but does not require the halving of the characters skill (similar to the existing “quick draw” ability mentioned above). In addition, for every additional benefit taken they can make an additional missile attack 5 DEX later than the last, in return



Kallek knocks Burbel out in one punch

for halving their skill for all attacks in that round. This assumes ammunition easily to hand and weapons that can normally be reloaded by the next round—if the Chronicler introduces slower loading weapons (such as typical combat crossbows or early firearms) they should consider increasing the DEX interval. So a master knife-thrower with a skill of 340 and a bandoleer of accessible knives could take four benefits to allow them to throw three knives, halving their skill twice to 85 and throwing at their DEX, DEX-5 and DEX -10.

Brawl Attacks

Any character with a Brawl of 101+ increases their Brawl damage by 1D3, to 2D3 as one benefit that does not require them to halve their skill. Further benefits can be taken as per Melee Weapon Attack above.

Brawl and Wrestle Parry

Characters with Brawl or Wrestle 101+ can take as a benefit that requires they halve their skill for the roll the ability to Parry melee weapon attacks against them, each benefit granting the Parry an effective 5 HP (add the Parrying character's damage bonus once as well). So a character with Brawl or Wrestle 260 and a 1D4 damage bonus can Parry melee weapons at 130 with 5+1D4 HP, or at 65 with 10+1D4 HP—roll the defensive value separately for each parried blow.

Wrestle Attacks

Characters with Wrestle 101+ can pick an additional Wrestle option (see *Magic World*) for each benefit they take that halves their skill. These additional options apply immediately upon a successful Wrestle attack. So a character with Wrestling 240 could make a Wrestling attack at 120 and, if successful, immediately knock down their opponent (rather than having to wait until the next

Arete

round). Or they could make the Wrestling attack at 60 and if successful also disarm AND knock-out the target, all in ONE attack...

Dodge & Parry (weapon, shield)

In *Magic World*, missiles (thrown or projected) cannot normally be Dodged or Parried—but exceptionally-skilled individuals can break that rule. As one level of benefit a character can attempt to use half of their eligible active defense skill (Dodge and/or Parry) against all missile attacks for a round, treating missile attacks as simply additional attacks to be defended against. So a character with Dodge 280 can decide to Dodge all missile attacks in a round—the character could Dodge the first attack with their Dodge skill at 140, the second at the standard penalty of -30 (so with an effective Dodge of 110) and so on.

For each additional benefit taken the character can also designate ONE missile attack that they either deflect at another target (Parry) within range or which they actually snatch the missile out of the air before it deals them any damage (Dodge). The deflected missile has the same chance as the Parry that deflected it of hitting the “new” target, which must be within plausible range of the deflecting character (assume half the missiles normal base range as a rule of thumb).

So a character with Dodge of 280 could Dodge all missile attacks in a round starting at 140, or could Dodge all missile attacks in a round starting at 70 and catch the missiles from one such attack if it was successfully Dodged. Note that although the normal multiple defenses rule applies (-30 for each previous attempt) a character can only apply the arete benefits (if any are selected) to skills that are eligible—so if the character with Dodge 280 has a best Parry of 85 they cannot at any point Parry (or deflect) missile attacks at all. Also, if they are attacked by three swordsmen and an archer later in the round, by the time the archer attacks they will be on their fourth defense roll (so facing a penalty of -90)—so hopefully they were wise and only took the single benefit, allowing them to Dodge missile attacks, so

they can dodge the three swordsmen (starting with a Dodge of 140 and dodging the second with a penalty of -30 and the third at a penalty of -60) and still have a chance of dodging the archer (at a penalty of -90 admittedly).

NON COMBAT SKILLS

Art

The performance of an Art at exceptional skill levels can act as a special type of divination—not dissimilar to the Omen spell—for the artist or, if appropriate, for the immediate audience (for a performance Art such as a song) or the individual to whom the performance or work is dedicated (such as a portrait). For each level of benefit taken, the Chronicler should give an insight in the form of a single word or short phrase which hints at the future, the present, or the past. Note that the Artist does NOT directly control whom receives these insights. A Torturer with Torture 280 attempting to glean two insights (and thus rolling against an effective skill of 70) might well get two insights but so might their victim, or the guard in attendance. Such acts of mortal creativity draw the attention of fate in ways that are unpredictable, even to the wise.

Climb

Climbing normally requires all four limbs (for a human or similar species character). For each benefit taken against a Climbing skill of 101 or more the character frees up a limb that can be used for other things (Melee or Missile attacks for example) in addition to climbing—skills used are limited to the effective Climb skill if above that. Effectively the character is so skilled and agile that they do not need to keep their hands and feet in holds all the time to maintain or progress their position. So a character with 180 Climb and Longbow 95 could climb up a cliff with a Climb at 45 (two benefits, so halving their skill twice to 45) AND shoot with their Longbow also at 45.

Arete



Craft

As detailed in *Magic World*, Craft 101+ can repair objects to be stronger than they were before. This counts as a single benefit that does NOT require halving the characters skill. When used to make something, the skill of a Master Craftsman can be so great that what they craft has inherent special qualities. For each benefit taken when crafting a specific object, if the craft roll is successful, the object either has an inherent +5 bonus to the skill most appropriate to the object (e.g. A master crafted saddle grants +5 Ride) or the appropriate die from the Effect Die table bonus (e.g. A master-crafted Dagger made by a Craftsman who takes one benefit deals an extra +1D2 damage). Master-crafted items are incredibly prized and sought after, as are those with the skills to create them (wars have been fought over the services of master weapon smiths and kingdoms laid waste in struggles to control the services of master architects).

Disguise

For each benefit chosen, a master of disguise can ignore the penalty from one substantive difference between them and the target of their impersonation: gender; broadly similar races (e.g. human and elf); one decade or less in age; 3 or fewer points of SIZ. Chroniclers may reasonably limit each penalty to being disregarded only ONCE so it is not possible to disregard a SIZ difference of 4 or more, no matter HOW skilled, for example. Each benefit taken halves the skill.

Evaluate

A master of Evaluate can "read" objects in a way that goes far beyond mere material value. For each benefit chosen, a successful Evaluate roll against the appropriately reduced skill will reveal one distinct piece of information from the following list as chosen by the Chronicler: age of the object; materials that make up the object (including hard to discern facts such as origins of exotic woods etc); broad physical stats of the

last owner (height, weight, broad estimates of STR, DEX and SIZ); likely social class / status of last owner; presence and likely effects of one magical ability, enchanted or crafted power of the object. Chroniclers should feel free to extemporize additional detail depending on the specific object and circumstances in their game: a good model is Sherlock Holmes' ability to deduce remarkable details about a client from simply inspecting their walking stick.

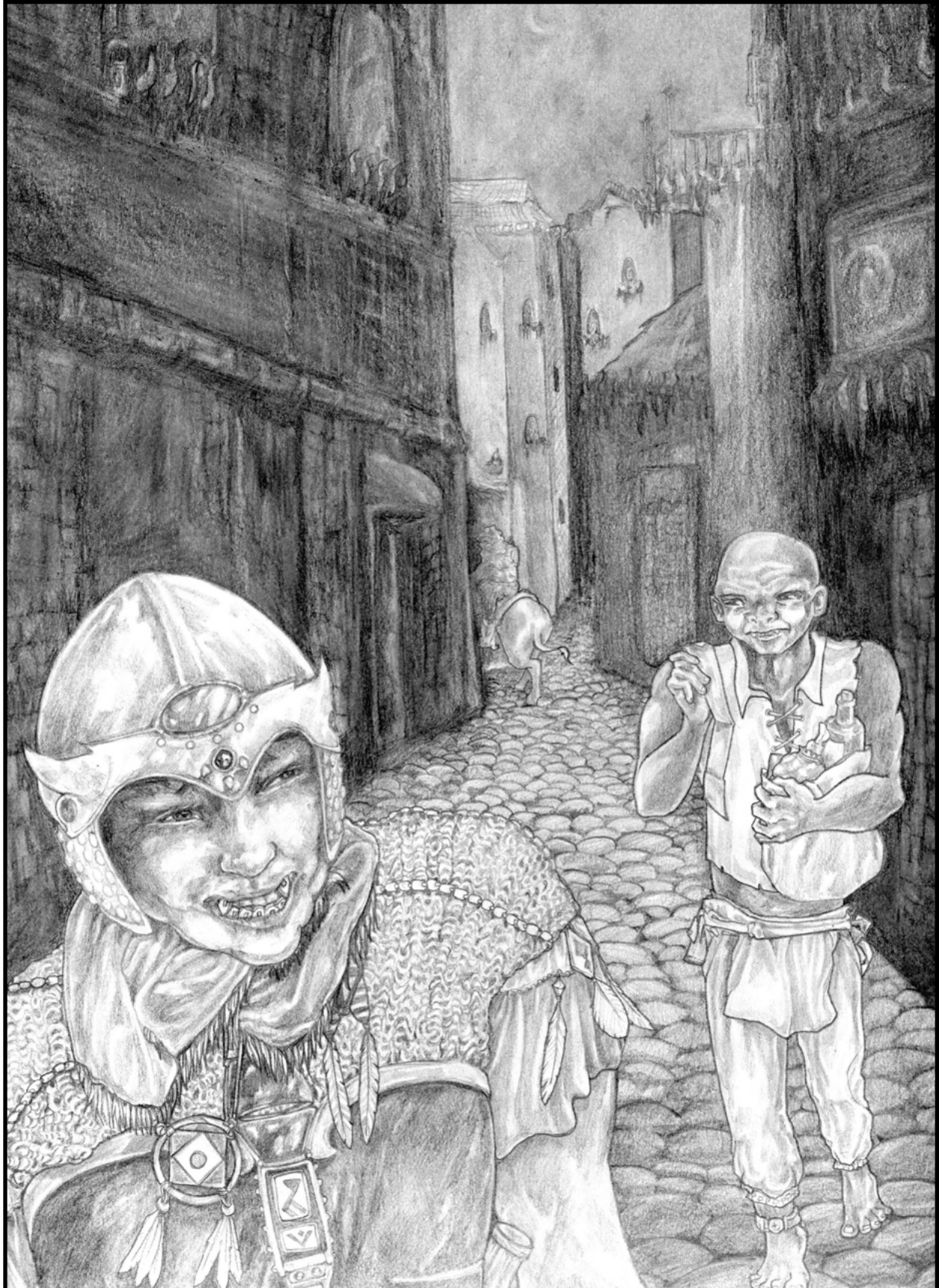
Hide

As one benefit that does NOT halve the characters skill, a Master of Hide can leave no tracks for 5 minutes with a successful skill roll, leaving no record of their passage over even fresh mud or soft sand. Alternatively, for each benefit taken that halves their skill (a character can treat one observer as though they had cover from them even if there is no cover). So a character with Hide of 320 could take two benefits to allow them to walk across an empty city square watched by a single guard with a Hide of 80 (halved for the observation per *Magic World* and halved again for a single observer and no cover). As another alternative, they can chaperon one additional character per benefit, so the same character could move themselves and two other characters with a Hide of 80.

Insight

A master of Insight can read people to an uncanny degree. For each benefit taken they can either estimate one characteristic score (to within a range of +/-1D3 of the actual value), one skill (to within +/- 1D10) or gain an anticipatory advantage (+/- 1 DEX rank or +/- 5 to appropriate skill) to assist or prevent the observed characters action within a number of rounds equal to the number of benefits taken. So watching the young man in the tavern, Jorn (Insight 260) makes an Insight 65 check and for two rounds would have either a +2 DEX rank bonus to act in response to the young man attempting to attack the brigand in the corner, or a +10 skill bonus to prevent it.

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Maitron drifts through the Orc City unnoticed with a successful Disguise



Jump Distances in Magic World

Standing Jump – Height x 1.5
 Leap Down – Height
 Horizontal Jump – Height
 Running Jump – Height x 2

Jump

For each benefit taken, a successful roll against the appropriately-reduced skill increases the basic Jump distances as given in *Magic World* by 50%. So a character with Jump 320 can take two benefits and increase the distances they can Jump by 100%. If they make their reduced Jump of 80, they could leap up vertically two and a half times their own height; leap down or horizontally twice their own height or leap three times their own height with a run up. Jump benefits can also be used when an adventurer is falling from a great height: each benefit taken on a successful Jump roll allows them to “ignore” three yards of fall so the character with Jump 320 who makes a Jump 80 check ignores the first six yards of a fall. Note that succeeding at the reduced Jump check also subtracts 1D6 from any damage still caused, per the *Magic World* rules.

Move Quietly

Similar to Hide but against auditory perception, a master of Move Quietly can treat one observer per benefit taken as effectively deaf to their actions, or guide an additional person beside themselves. With a Move Quietly of 320 a character could take two benefits and chaperon two other characters with a successful Move Quietly of 80.

Navigate

A master Navigator, provided they can observe the sky, can determine true north on their home plane (and native hemisphere etc.) with a few minutes of observation – this is a benefit that does NOT require halving their skill to attempt. For every benefit taken that DOES halve their skill, they can flawlessly recall a “unit of traversed route” (an hours walk, half a day’s ride, a day’s sailing, as the Chronicler deems appropriate for the route in question) such that they can retrace their steps to their exact starting position. Alternatively, every such benefit taken allows a successful Navigate roll to get them that many “units of travel” closer to their chosen destination, even if the Navigator doesn’t know exactly where that destination is. For example, lost in the desert the Master navigator with a skill of 440 takes three benefits (reducing their effective skill to 55) and attempts a Navigate check: fortuitously they roll 52 and lead their companions three hour’s walk closer to the Oasis of Shalaan. Chroniclers should weigh their choice of “unit of travel” carefully—this benefit is supposed to allow characters with masterful navigation skills to emulate Aragorn’s claim of “my cuts, short or long, don’t go wrong,” but equally it is not intended to entirely derail a Chronicler’s carefully crafted scene of the characters wandering the wilderness and all the fun encounters the Chronicler had prepared there.

Ride

For each benefit taken, a master Rider can either add 1 MOV to their mounts MOV score for an hour OR inspire their mount, increasing all its skills by 5 for one turn (five minutes). Either type of benefit requires a successful skill roll against the Ride skill, halved for each benefit taken.

Sailing

As per *Magic World*. Additionally, a Sailing master can use a benefit to either increase their vessel’s Seaworthiness by 5 for half a

day (additional benefits can either add seaworthiness or duration in the same quantities), or boost the ship's speed by 1 knot for each benefit taken, again for half a day. Either type of benefit requires a successful skill roll against the Sailing skill, halved for each benefit taken.

Swim

Each level of benefit doubles the Swimmers base or extended speed, as per *Magic World*. Alternatively, each level of benefit adds 5 to the Swimmer's CON for the purposes of Drowning (see the Drowning and Suffocation spot rule in *Magic World*).

Throw

A master of Throw can place the thrown object exactly where they wish, or even ricochet it off other objects ending in exact placement, this is a benefit that does not reduce the skill. The normal maximum possible range of a throw is doubled for each benefit taken (see the *Magic World* rules for further details relating to size of object etc), at the penalty of halving the Throw skill for each such doubling.

THE WORK OF A MASTER

This option reflects the lasting impact the actions of highly-skilled character can have on the world around, both in terms of how it responds to them and the lasting legacy they can leave behind them.

Any time a character with a skill of 101 or greater rolls a critical success (1/20th of skill; but see also earlier side bar) they have achieved an exceptional success, something of which the Gods and the fates HAVE to take note of. Assuming the character survives the immediate circumstances in which the roll was made, the player may elect to take the following benefit:

- One object the character had with them and which is plausibly relevant to the specific act becomes an item of fate and destiny. For example, the sword that the Sword master (Sword 160) used to kill

the Hydra that was menacing the city of Algeera, or the forest of Devar; the master Healer's (Physik 340) bowl in which they prepared the healing drafts that saved the life of the beloved prince of the city, or of the Dryad of the Forest. Neither characters shoes would count as plausibly relevant in these examples. For such an item, make a roll of the die for the character's skill on the Effect Die table in the earlier side bar (so a 1D4 for the Sword master and 1D10 for the master Healer in our current examples). The result is the number of points that the character spends to get permanent effects that, from now on, apply to the object when used in tasks that reflect the original great act. These effects should be either skill bonuses (+5 per effect point spent) or "quantity" bonuses, starting at 1D2 and stepping up the Die Effect table for each point. No more than 4 levels in either a single skill or quantity can be achieved. So the sword masters sword, while being wielded in defense of Algeera or while fighting Hydra (and possibly other, clearly related Fey beasts) might have a +5 bonus and a 1D2 damage bonus (or could have either a +10 bonus or +1D4 damage bonus instead, assuming the 1D4 rolled a 2 initially) and the master Healer's bowl could, assuming an initial roll of 4 have a bonus to Physik checks of up to +20, or add up to +1D8 bonus to the wounds healed as a result of Physik checks made with it. But at most an item can add +20 to relevant skills and +1D8 to effects. Note that these effects are permanent and independent of the character who's actions imbued them with power—this is how heirlooms (ancestral weapons and other such storied items) acquire power and significance.

As an alternative benefit and an extension to the effects mentioned under the first benefit in the Hands of the Master above, if a character rolls a special or critical success on their skill they can elect to take the "secondary beneficial skill" bonus as a more

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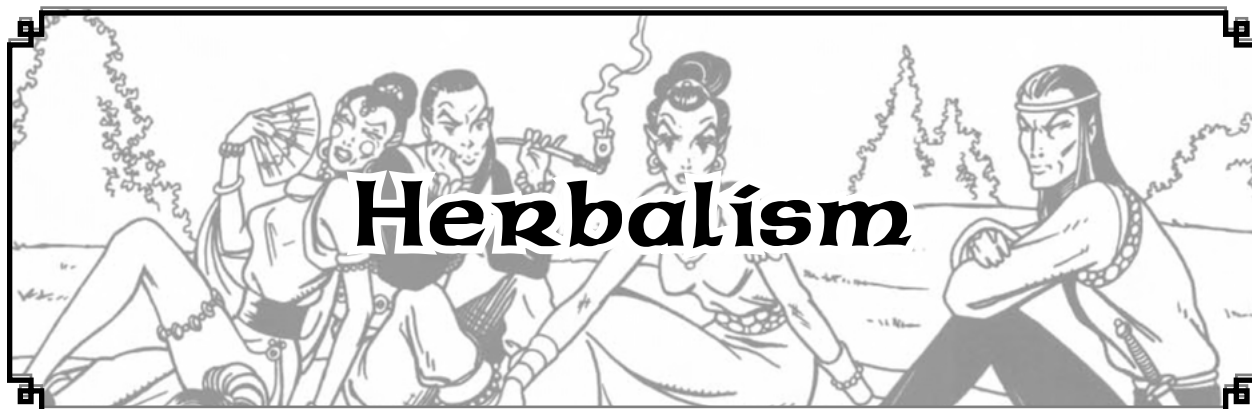
long-lasting effect—players and Chroniclers will need to agree to a plausible form for this, as it can either be an affect on people (witnesses or beneficiaries of the character's exceptional skill) or places (a location the character has left their imprint upon). In either case, if the bravos in the inn were intimidated by the sword master (Sword 160) giving a brief demonstration of competence (a successful skill roll granting a +32 to the swordsman's friends attempt to intimidate the bravos), they are likely to remember

Troels, Master of the Runic Blade



the swordsman's skill for some time if he produces a special success and probably indefinitely if he truly demonstrates his exceptional talent (a critical success). And while there might be no witnesses in the accepted sense if the Hydra is slain in the forest, when no one but the character and their companions are present, a weight of Shadow has been lifted by the swordsman's actions in that place and there, the Light will shine a little brighter on them, should they return.

So, as an alternative benefit in relation to a specific act, if the character succeeds with an exceptional or critical success, the character receives a bonus (equal to their chance of a special success with the relevant skill) in all dealings with either those positively affected by the act who witnessed it (or who were informed of it in the immediate aftermath) OR in all skill rolls related to the location of the act. How long this effect will last depends on the exact circumstances of the success—if the actual blow that fells the Hydra is a critical (*i.e.* a moment of exceptionally perfect execution of skill) then its effects may well be permanent; but even if the character only achieves a special success once in a protracted fight with the Hydra, their skill has been on display for all to see and it is likely the character will be well regarded (or feared) in Algeera for several years at least.



Wise men and women of the world know the lore of herbs, berries, and other natural remedies. These mixtures of naturally-found herbal medications may be used to heal both body and mind, as well as cause damage and delirium. These herbal concoctions would be known by any village healer without sorcerous magical ability. Wise adventurers would heed the village crone, and learn of the lore of herbalism.

In the forests, meadows and wild places of the world grow a profusion of herbs, shrubs, roots, flowers, and mosses. These may be gathered at appropriate times of blooming or peak growth. From these ingredients may be extracted herbal remedies that are smoked, drunk, eaten, or absorbed through the skin.

This section details ten drugs, natural and otherwise, which may be found in the course of your adventures. Many others exist, and Chroniclers should invent further herbs and concoctions following the examples given here. There are five general categories of Herbalism:

MEDICINAL

Herbs in this category affect the body. Some increase or decrease Strength or Constitution. Healing herbs aid or speed recovery from injury or disease.

NARCOTIC

These herbs have powerful relaxant and depressant qualities, cause drowsiness or lack of co-ordination, and may interfere with memory and speech. Narcotics are physical-

Herbalism

ly addictive. Withdrawal signs include sweating, muscular tremors, aches, and mental anguish as the lack of the drug sends shivers of pain through the user's body.

OCCULT

Sorcerers use these in their magics. Some send the sorcerer into a trance. Others sharpen their summoning skills, or open their eyes to worlds beyond. They are also used in magical potions and occult infusions. Other concoctions in this class attract or repel demons and other-planar entities. Numberless occult drugs and herbs have been discovered and hybridized over so many millennia. Strange, often-forgotten plants now grow in profusion everywhere in areas of a sorcerer's seclusion.

Hamid takes a drink from a root-based tincture



PSYCHOACTIVE

These stimulate the mind or alter thoughts, mood, emotions, and perceptions of color, time, and sensation. The weaker in this category, and the early stages of strong psychoactives, produce euphoria, uncontrollable laughter, fixed grins, meandering conversations, and feelings of empathy. Strong psychoactive substances induce hallucinations and alter the mind.

Some use psychoactive compounds to control and, in some cases, to destroy the minds of their minions or enemies. Just as frequently they use them for their own enjoyment. Psychoactive herbs are rarely physically addictive, but many users find the ease with which the drugged state is achieved to be so compelling that they neglect or refuse other ways to gain the pleasures that the herb brings. Prolonged frequent use can result in memory loss, depression, or flatness of emotion, and general withdrawal. Repeated strong doses of some psychoactives can induce psychosis.

STIMULANT

Stimulants arouse, excite, and give the user feelings of rushing energy, joy, and supreme self-control. Although it is possible to offset exhaustion with stimulants, most give only temporary or illusory stamina. They can also affect emotions, coordination, muscle control, and sexual drive. Stimulants sometimes affect appetite, eliminating hunger pangs until the herb wears off, at which point the user may collapse. Stimulants are addictive, and regular or large doses can create delusions of grandeur or of fearful suspicion. Heavy stimulant users may become aggressive or nervous, and may lose control of random small muscles in the face or limbs.



HERBAL COMPOUNDS IN COMMON USE

BLOODFLAME

(PSYCHOACTIVE)

The sap of a certain species of tree, when gathered and lightly dried, becomes a sticky yellow resin. When smoked, it inspires visions of hellfire and demon-inflicted suffering. Bloodflame, as the sap is called, burns slowly, with a sharp, citrus odor. Its name originates from the common sensation that the drug has turned one's blood to fire, burning through the veins like lava. A victim who takes it unawares matches INT against Bloodflame's potency of 2D6+2. Success increases POW by 1D8 points for 1D4 hours. Failure means the victim receives no skill increase and believes the drug's hallucinations are real. In both cases pain reduces physical skills by 25 percentiles for one hour. A Fumble causes 1D10 hit points of damage, and a permanent loss of 1D6 POW.

DEVILROOT

(NARCOTIC, PSYCHOACTIVE)

Devilroot, known as the "root of madness," confers dreams of strange and alien vistas. Devilroot is found only in alpine environments. The substance has a potency of 1D10+5, different crops varying in quality. Chewers of Devilroot match their CON against the herb's potency. A successful roll means the root increases Listen, Scent, and Taste skills by 1D6+5 percentiles for 1D3 hours. Failure means visions of a thousand other worlds grip the victim's mind. This drives imbibers to gibbering insanity. Roll POW x1 to avoid irreparable mental harm.

GARBLEWEED

(MEDICINAL, PSYCHOACTIVE)

Garbleweed may be found in temperate climes. The tough, woody stalks of the plant grow up to 20 feet high, and thick as a person's wrist. Leaves are numerous and broad, with five points and a serrated edge.

In spring and late summer the female plants grow resin-rich blossoms, or heads. The heads, and to a lesser extent the leaves, if dried and smoked, create a relaxed feeling of mild hilarity and peacefulness, reducing INT by 1D3 for 1-2 hours.

A user with a failed Charisma roll experiences paranoia and nervousness. The empathy among garbleweed smokers lets them understand one another's drug-addled conversations, which seem to explain everything while making no sense at all. As medicine, garbleweed relieves stress and nausea and also promotes appetite. Regular heavy use affects memory, speech, and activity levels. Slaves smoke garbleweed, as do some sailors across the world. It is said that frequent users can be recognized by their hairy noses, but this may not be true.

GOLDEN MOSS

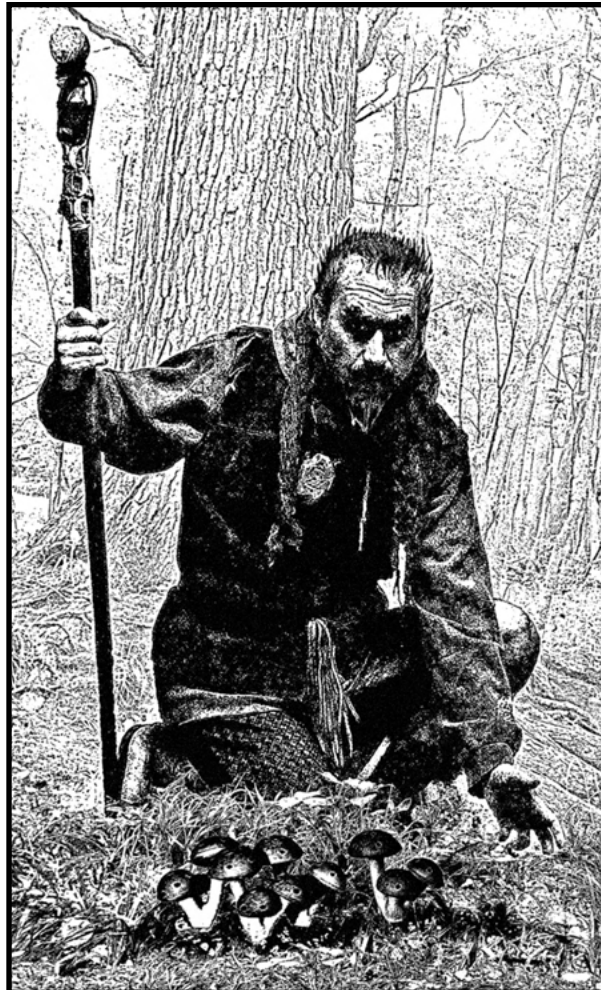
(MEDICINAL)

Golden Moss grows in temperate forests, where slender young saplings shake their branches at the rolling sky and the low, boulder-dotted weald rises at their roots. As rare as it is useful, Golden Moss grows only in the shade, near water stained with the tannin of oak leaves. A poultice made from Golden Moss heals 2D6 points of damage in 1D6 hours. It heals burns without scarring.

HELLEBORE

(OCCULT)

This perennial, a creeper, grows wherever demons have shed blood. The six-inch plant has vivid pink flowers, silky-haired, finger-nail-sized circular leaves, and an exposed root network. A sorcerer that ritually bums dried Hellebore blossoms may summon a representative of the demon breed whose blood fertilized that plant. The sorcerer need not know the demon's breed name. Once the demon appears, the sorcerer must bind or command it as usual.



Curumir finds a Madcap garden

MADCAP

(STIMULANT)

Madcap mushrooms grow only on rotting wood in the first month of autumn. Their caps and stalks are opalescent, their gills faintly green. The drug extracted from their juices makes a powerful stimulant of potency 3D10. A single drop of Madcap, administered in water, provokes a dramatic response. The user's body produces maximum energy, allowing prodigious feats of stamina, strength and speed. This effectively doubles the user's STR, POW and DEX for 10+1D10 hours. Unfortunately, the body burns itself up, breaking down fat, muscle tissue, and internal organs to fuel the drug-provoked activity. The drug is always fatal. Its emaciated victims die in gasping agony.



MANDRAGORE

(OCCULT)

Mandragore is an evergreen perennial flower. The plant's sword-like, dark green leaves grow from a fist-sized bulb in shallow wetlands and fens. Each plant bears three or four unscented purple-blue blossoms shot through with reddish veins near the stalk. Something in their delicately beautiful shape resembles a dragon and rider—thus the plant's name. When burned, the dried and powdered flower induces a trance that adds 1D20 percentiles to the success chance of any communication with dragons for 4-8 hours. A pinch of mandragore pollen, sniffed or rubbed into the gums, dispels feelings of drowsiness for 4-8 hours, but once it has worn off the user feels twice as tired. Mandragore stays in the bloodstream for a day after use. Further benefits during this time require a dose twice as large as the first.

MINDSEASE

(NARCOTIC)

This parasitic orchid-like plant grows from the branches of other trees, drawing nutrients from the host plant's sap. Mindsease flowers are orange, mottled with reddish markings, the leaves long and drooping. A POT 16 narcotic, the Mindsease leaf effectively removes individual thoughts from any who chew it, Effects last one day. Slaves drugged with Mindsease lose their intellect and self-awareness, becoming automata—perfect laborers.

Potions

HERB: Name of the herb. Further description is given below.

TYPE(S): M - medicinal, N - narcotic, O - occult, P - psychoactive, S - stimulant.

POTIONS SKILL: The minimum skill level in Potions required to correctly harvest and process the plant from which the herb is extracted. The physician or alchemist needs a skill roll to see if the batch succeeds. A Natural World roll might have to be made to locate where the drug is grown.

COST: Cost in bronzes to buy the herbs from a reputable dealer.

Herb	Type(s)	Skill	Cost
Devilroot	P, N	81%	10 bronze/glass
Madcap	S	81%	200 bronze/Flask
Golden Moss	M	51%	85 bronze per sq. foot
Hellebore	O	31%	80 bronze/pinch
Oxroot	S	61%	20 bronze/ounce
Mandragore	O, S	31%	25 bronze/pouch
Garbleweed	P, M	71%	30 bronze/ ounce
Bloodflame	P	71%	6 bronze/gram
Nightshadow	O	21%	15 bronze/plant
Mindsease	N	71%	5 bronze/ounce

NIGHTSHADOW

(OCCULT)

Nightshadow bushes are rare and magical. They have an unusual occult property: they grow shadows the way most plants grow flowers. The ground beneath a Nightshadow bush and the spaces between its broad leaves are always in shade, no matter how low or how diffuse is the sunlight. When squeezed or crushed the dark blue-purple berries make a poisonous drink of POT 15 that destroys first the retinas of the eye, then the tissue of the brain.

OXROOT

(STIMULANT)

The poisonous oxroot bush, a spined and spindly plant, never reaches over four feet in height. When soaked in water for three days to leach out toxins, then dried and powdered, its root scrapings can be mixed with wine to create a bitter-tasting but effective potion. The potion adds 1D6+2 to STR for 1D6+2 hours. If not correctly prepared, oxroot becomes a deadly poison with 2D10 potency. Those who employ oxroot use strong spices to conceal its acrid taste.



Fey Magic of the Southern Reaches

The Southern Reaches is steeped in strangeness and mystery. Power seeps through the land, sometimes running wild, often woven and directed into action. Over the millennia, the Fey of the Southern Reaches have created or discovered ways to harness this power into many strange and powerful magics. These spells are used to bewilder and harass the interlopers into their realms, as well as in their own puzzling goals.

While ostensibly the provenance of the Fey, the spells in this chapter may be learned by anyone. Provided they can find a grimoire, or a Fey sorcerer foolish enough to teach them.

Unless where noted, all these spells follow the normal rules for Sorcery, except in one notable difference: some of these spells temporarily cost points of POW each time they are cast (not MP). While the POW is lost, magic points, skill bonuses, etc. must be refigured. POW will return at moonrise of the day after the spell is cast. On the night of the new moon, no POW is regained.

These are not the fumbling cantrips of mortals. These spells are ancient, tied to the earth, and draw their results from the land itself, and darker places.

The spells below are a small sampling of this strange and mysterious magic. Chroniclers are enthusiastically encouraged to create their own spells.

BECOME HAWK (4 POW)

Range: Touch

Resisted: POW vs. POW

This spell will transform an individual into a huge hawk. The hawk's SIZ and STR are equal to one quarter of the character's normal characteristic scores, with no reduction of other characteristics. Abilities as a hawk are those of a normal beginning hawk as per the *Magic World* rulebook, p. 181, unless raised by experience in hawk form. No spells may be cast while in this form. Players with this spell should refigure all abilities, and note them on the back of their Adventurer Sheet.

BECOME WEREWOLF (4 POW)

Range: Touch

Resisted: POW vs. POW

This spell will transform an individual into a werewolf (see *Magic World*, p. 208). No clothing, armor, or carried items are transformed in this change. No spells may be cast while in this form. Refigure all abilities as per the *Magic World* rulebook; it is advised to note the characteristic changes on the back of the Adventurer Sheet, if necessary.

BREATH OF THE CRUACH (1 POW)

Range: Sight

Resisted: See below

This spell raises a dense mist which reduces visibility to only two metres. The volume of effect may be approximated as a disc 25m across and 5m high. Strange shapes are to be glimpsed through the mist, and these may lure a character from his path, cause him to unleash an arrow or spell in alarm, etc. The mist can either be conjured to appear at a particular spot remaining there until it disperses or is dispelled—or it can be cast upon an individual. In the former case, it provides ideal cover for a retreat. In the latter, the target may resist with POW:POW. Failing, the mist will then centre itself upon him and follow his movements (which are apt to become somewhat random). Note that even a fierce gale, such as that provided by a sylph, is ineffective in dispersing the mist; Undo Sorcery 4 is required.

BALEFUL EYE (3 POW)

Range: Self

Resisted: See below.

The caster of this spell is touched by the spirit of the ancient Fey demons. His left eye shines with a baleful blue-white glare. Anyone engaged in melee combat with the character must make a Luck roll each round to avoid meeting the awful gaze of this eye.

If the Luck roll fails then the victim is subject to a shock attack, using a POW:CON resistance roll. If the target's CON is overcome, he takes Hit Point damage equal to the caster's POW.

Baleful eye has some disadvantages to the caster. First, he temporarily loses his sight in the affected eye. Deprived of binocular vision, he subtracts 10% from all visual-based skills; Attack chances with missile weapons are halved. For each victim slain as a result of the shock, the caster must sacrifice 2d6 Magic Points to the Fey demons immediately. If this number is greater than the current magic points of the character, the defi-

cit is removed from a random characteristic. All but one of these points will return in 24 hours, but the final point is lost permanently. Each time this spell is used, there is a 5% chance that the caster will acquire a Chaotic feature.

CALL (FOLLOWERS) (1 POW)

Range: 1 mile radius

Resisted: No

Use of this spell magically conveys an inaudible summons to all followers of the caster within range of the spell. No words or thoughts may be conveyed. The follower only understands that his leader wishes to see him.

The following oems of this spell are most common, and must be learned separately:

- Call Neighbors: includes all members of the caster's home area.
- Call Family: includes all blood-relatives of the caster.
- Call Crew: includes all crewmen of the caster's ship.
- Call Guard: includes all warriors assigned to protect the caster.

COMMAND CORPSE (1 POW)

This spell may be cast on any corpse. The caster must use his magic points to overcome the magic points of the spirit which is being commanded to temporarily return to the corpse (if not known, generate the spirit's POW on 3D6). If successful, each casting of the spell allows the caster to ask the corpse three questions and receive answers which are within the corpse's knowledge. A corpse's knowledge includes facts of its own life, death, and some additional knowledge of the lands of the dead where it resides. The corpse cannot lie.

CREATE TATHLUM (1 POW)**Range:** Touch**Resisted:** No

To use this spell, the caster must possess a specially-prepared human head. This is the focus through which the spell's power explodes into the world, called a Tathlum. The caster must first activate the spell while holding the head, then throw the spell at his intended victim(s) (use the Throw skill). The head then explodes and each being within 2 yards of the impact spot will take 1-3 2D8 wounds, with armor protecting as normal. The head is destroyed by the explosion, so a new one must then be prepared—a process which takes some four days. A character can possess only one such head at any given time.

Note that once cast on a head, the spell stays until the Tathlum is thrown.

CAULDRON OF LIFE (3 POW)**Range:** Touch**Resisted:** No

This spell restores life and spirit to a character who died by wounds or poison. The body must be placed in pure spring water and sprinkled with dried apple blossom. Every five minutes for five hours, the caster expends 1 Magic Point to sustain the ritual (for a total of 60 Magic Points). If the spell is interrupted before completion, the ritual is negated and no second attempt can ever be made. Chain of Being may be used to provide the requisite Magic Points.

A character resurrected by this spell will arise exhausted and in need of rest, but with all his abilities fully restored.

The spell will not, however, recall a character who has been dead for more than seven days. Those in the land of the dead quickly forget their past existence and after a certain time cannot be persuaded to take mortality upon themselves once again.

CHALICE OF VERACITY (2)**Range:** Touch**Resisted:** No

The user of this spell can detect truth from falsehood in written material — a page which contains falsehood will be seen by the caster to be corrupt, rotting, diseased. It should be remembered, however, that there is little in the world that does not contain some element of falsehood, so that the spell will only detect relative truth from the relative untruth.

DANCE OF THE GLOAMING (3 POW)**Range:** POW in yards**Resisted:** See below

With this spell, the caster conjures up flickering, chiming lights whose sight and song is so beautiful that any being glimpsing them will stand entranced until the spell fades. Affected beings will not even defend themselves if attacked. A being must succeed on a Luck roll to be looking elsewhere when the spell is first cast (unless the caster has specifically drawn his attention to a given spot). If the characters do manage to avoid glimpsing the faerie lights, they must then keep their eyes closed. If they don't do this, they must make a Luck roll again on each subsequent round. Once a victim has glanced at the lights, he is subject to a MP:MP contest against the current MP of the spell's caster to see if he becomes entranced. The caster himself can, but is immune to their charms.

FIMBULWINTER (1 POW)**Range:** 5 yards**Resisted:** POW vs. CON (see below)

This spell can be used in either of two ways— as an instantaneous attack, or as a passive enchantment. The attack mode of the spell projects a wave of intense cold towards the victim. The caster matches his POW against

the victim's CON on the resistance table; if the attack is successful, the victim loses 2D6 from his CON. CON points lost in this way recover at the rate of 1 point per hour. The chance of a successful POW attack is reduced by 10% if the victim is wearing leather armor/padding or warm clothes, and by 5% for metal armor.

In its passive form, the spell encloses the caster in a 2 yard zone of icy coldness (to which he, of course, is immune). This can be detected by the appearance of frost on the ground, water vapor on the air as the caster breathes out, and so on. Anyone entering the zone is subject to a POW:CON attack as detailed above, except that the damage to CON in this case is only 2 points. A character continues to be subject to this "chill-shock" attack every round that he lingers in the zone. The projection value of clothing/armor is negated after 2 rounds.

HEROLIGHT (5 POW)

Range: Touch

Resisted: POW vs. POW

This spell confers the powers of the heroes of old, transforming the recipient into a raging berserker. Attack chances are doubled, STR increases to species maximum, CON is raised by half again, and DEX is raised by half again for the purpose of determining order of action. However, the berserker cannot use any defensive skills (Parry, Dodge, etc.) or magic; his concentration is solely on attacking. While the spell is in effect, the character is surrounded by a glowing, crackling aura.

This spell should not be extended except under dire circumstances. Within a 24 hour period, if the spell is cast more than once on a single target, that target has a chance of remaining mindlessly berserk forever. The second time a target is affected with the Herolight spell, he must succeed in a POWx5 roll, or the effects are permanent. Each time after that, the POW multiplier is reduced by 1. If the roll fails, the berserker is forevermore a mindless killing machine, unable to distinguish friend from foe. Inevita-

bly these wretched murderers are shunned from their homes, and driven off to desolate wildernesses.

HOWL OF THE HUNTER (3 POW)

Range: Hearing/1 mile (see below)

Resisted: POW vs. POW

The caster unleashes an otherworldly howl. This bloodcurdling wail travels in the same way as any loud noise. In open ground (say, the wilderness) the sound travels for up to 1 mile. In different situations, the Chronicler must judge how far the sound travels. Any creature hearing the howl is subject to a POW:POW contest. If the caster wins, the victim runs away in a random direction in stark terror for 1D6 minutes, and is treated as under the effects of a Terror spell for a further three minutes.

JACK-IN-THE-GREEN (2 POW)

Range: Sight

Resisted: No

This spell is rather like "Summon Elemental" in that it evokes a nature spirit to fight for the caster. The Jack-in-the-Green appears as a tapering column of leaves and twigs about 2 yards in height, which glides and rolls along the ground. It attacks by engulfing its victim and engaging in spirit combat at the same time as it rends, tears and strangles. The latter attacks cause 1-6 separate wounds of 1D6 damage, with armor protecting only if the victim succeeds in a Luck roll for each wound. Being engulfed means that the victim cannot effectively wield any weapon larger than a dagger. Neither, however, does he need any attention to fighting the Jack—he can damage its body with his dagger every round, even while fighting back on the spirit plane.

Fey Magic



JACK-IN-THE-GREEN

<i>Characteristics</i>	<i>Average</i>
INT 2D6	7
POW 3D6+4	15

Movement: 12**Hit Points:** 15 (equal to POW)**Magic Points:** 15

Destroying the Jack physically will drive it off. If its POW is reduced to 0 it is gone forever. Casting Undo Sorcery against the Jack will do damage to its POW equal to the MP spent on the spell.

The Jack's spirit attack is always to destroy. If it slays its victim physically, it will continue to hold his spirit in combat so that it can destroy him utterly. After destroying a victim in this way, it returns to the earth whence it came.

KEY OF SHADOWS (2 POW)**Range:** Sight**Resisted:** MP vs. MP

With this spell, the caster can gain control over a corporeal fixed-INT creature of the undead. If the caster overcomes the Magic Points of the undead being then it becomes his slave for the spell's duration. Failing to overcome the target does nothing but draw the attention of the undead in question. Fumbling the roll infuriates the creature, and it immediately moves to attack the caster.

All orders will be obeyed—even a command for the creature to destroy itself. When the spell wears off (or is dispelled), the being loses all volition and reverts to a state of true death.

LIGHTNING (1-4 POW)**Range:** Sight**Resisted:** MP vs. MP

The blast of crackling energy created by this spell must issue from a sky obscured by at least 50% cloud cover. Each point of Lightning used will cause 1D6 points of damage to a single target if the caster overcomes the target's magic points with his own. No armor protects against this damage, but spells which defend against physical damage will be effective. The Lightning discharge is very bright, and will set afire dry, flammable materials.

READ THE LEAVES (1 POW)**Range:** Touch**Resisted:** No

The caster of this spell can examine some possible future paths and identify potential nexii of crises by examining the cast of a dozen dried hazel leaves. The information is not always accurate or of obvious clarity.

This spell will never provide false information, merely answers. In the case of non-player characters, you could simply make an Idea roll to see if the character makes proper sense of the signs. Adventurers must actually decipher the clues and riddles given by the Chronicler. The information given is at the Chronicler's discretion, but it should be worth the expenditure of a point of permanent POW.

THE RED GRAIL (3 POW)**Range:** 1 mile**Resisted:** POW vs. POW

This spell requires about half a wineglass of the intended victim's blood. This is prepared by casting Brazier of Power on it. Then, on the night of the full moon, the Red Death spell itself is cast on the blood; the caster must remain within 1 mile of the intended target when casting the spell. The caster makes an immediate attempt to overcome

his victim's POW — and, because of the spell's virulent intensity, his chance is increased by 10%. If he fails, the victim is not affected and will be unaware that any attack has been made on him.

If the caster's attack is successful, the victim is afflicted with the Red Death and can only be saved by the death of the caster before the night of the next full moon. The symptoms of the death are:

- **1st week**—painless red blotches appear on the victim's face.
- **2nd week**—the blotches spread; the victim loses 1 point of CON owing to illness.
- **3rd week**—the blotches cover the whole body; they become slightly painful, reducing the victim by 15% in all skills except languages, owing to loss of concentration.
- **4th week**—the blotches become leprous red sores oozing a red ichor; another point of CON is lost.
- **The Final Night**—eight hours before he is to die, the victim experiences hallucinations which (if he can decipher them) provide clues to the identity and current location of the spell's caster; this gives him a last chance to save himself, since the coming of dawn will see him reduced to a purulent slime.

With the demise of the caster, all symptoms of the death will reverse within a few melee rounds. No other healing spells will be effective, though Omen, Read the Leaves, and the like can be used to give information about the caster, of course.

RETURN WEAPON (3)

Range: Touch

Resisted: No

This spell can be cast on any thrown weapon. For its duration, it will cause the weapon to return to the hand of the thrower on the first DEX rank of the melee round immedi-

ately after it is thrown, regardless of whether it strikes or misses its target.

THE SILVER HAND (4)

Range: Self

Resisted: No

A shining silver hand wielding a magnificent longsword appears in the air besides the caster. It will continue to hover within 2 yards of him and fight his enemies until the spell expires. The hand Attacks and Parries at 90%, strikes for 1D8+5+1D6 and has a Dodge of 85%. The hand and sword show no outward sign of damage when struck, but any blows upon them (count hand and blade as one entity) are rolled for as normal, and when a total of 40 hit points have been sustained the Silver Hand vanishes. It will also be banished by Undo Sorcery 4, of course. Other spells have no effect on it.

SPEAR OF THE HUNTER (1 POW)

Range: Touch

Resisted: MP vs. MP

This spell doubles the recipient's attack chance and damage with any thrown or missile weapon for a single shot. The spell is not compatible with other spells. It may, however, be cast on an enchanted weapon.

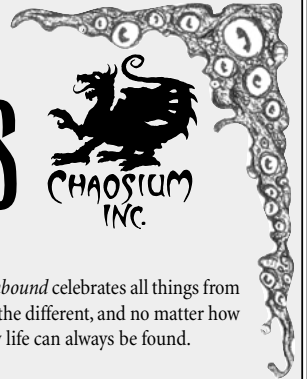
WIND-DANCING (2 POW)

Range: Self/Touch

Resisted: POW vs. POW

The caster is lifted by the winds and flown where he wishes with the speed of the North Wind (60 mph, or 333 yards per round). The spell can be reversed to affect a target, in which case a POW:POW contest is required, and if the caster overcomes his victim's POW, he can fling him where he wills, based on the speed and duration of the spell. The spell cannot be used to fly more than one person at a time.

Selected Chaosium Titles



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DURING THE DECADES since H.P. Lovecraft first wrote of the Cthulhu Mythos, many authors have crossed his themes into other genres, enhancing his original vision with stories taking place in the distant past, in the far-flung future, and in myriad places in-between.

Cyberpunk tales are written in dark, gritty, film-noir styles. Their protagonists live and die at the bottom echelon of an electronic society gone awry. They may be seedier, poorer, and less inclined to make moral judgements than stoic Lovecraftian New Englanders, but in Cyberpunk-Cthulhu tales they encounter the same horrors as their more-genteel predecessors.

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Robert Bloch has become one with his fictional counterpart Ludvig Prinn: future generations of readers will know him as an eldritch name hovering over a body of nightmare texts. To know them will be to know him. And thus we have decided to release a new and expanded third edition of Robert Bloch's *Mysteries of the Worm*. This collection contains four more Mythos tales — "The Opener of the Way", "The Eyes of the Mummy", "Black Bargain", and "Philtre Tip" — not included in the first two editions.

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Undead & Unbound celebrates all things from beyond the grave, the different, and no matter how old the bones, new life can always be found.

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Includes short stories by H.P. Lovecraft, August W. Derleth, Richard L. Tierney and many others.

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This massive collection brings together the entire body of Robert W. Chambers' weird fiction works including material unprinted since the 1890's. Chambers is considered a landmark author in the field of horror literature for his King in Yellow collection, which itself represents but a small portion of his weird fiction work. These stories are intimately connected with the Cthulhu Mythos introducing Hali, Carcosa, and Hastur.

This book contains all the immortal tales of Robert W. Chambers, including "The Repairer of Reputations", "The Yellow Sign", and "The Mask". These titles are often found in survey anthologies. In addition to the six stories reprinted from *The Yellow Sign* (1895), this book also offers more than two dozen other stories and episodes, about 650 pages in all. These narratives rarely have appeared in print. Some have not been published in nearly a century.

A Chambers novel, *The Slayer of Souls* (1920), is not included in this short story collection.

The White People & Other Tales

#6035 ISBN 1-56882-147-6 \$14.95

THE BEST WEIRD TALES OF ARTHUR MACHEN, VOL. 2. — Born in Wales in 1863, Machen was a London journalist for much of his life. Among his fiction, he may be best known for the allusive, haunting title story of this book, "The White

People”, which H. P. Lovecraft thought to be the second greatest horror story ever written (after Blackwood’s “The Willows”). This wide ranging collection also includes the crystalline novelette “A Fragment of Life”, the “Angel of Mons” (a story so coolly reported that it was imagined true by millions in the grim initial days of the Great War), and “The Great Return”, telling of the stately visions which graced the Welsh village of Llantrissant for a time. Four more tales and the poetical “Ornaments in Jade” are all finely told. This is the second of three Machen volumes edited by S. T. Joshi and published by Chaosium; the first volume is *The Three Impostors*. 312 pages.

CALL OF CTHULHU RPG

CALL OF CTHULHU is a horror roleplaying game set in the world of the Cthulhu Mythos, as described by H. P. Lovecraft, the father of modern horror.

Call of Cthulhu, sixth ed.

#23106 ISBN 0-56882-181-6 \$34.95

CORE PRODUCT – The Great Old Ones ruled the earth aeons before the rise of humankind. Originally they came from the gulfs of space and were cast down by even greater beings. Remains of their cyclopean cities and forbidden knowledge can still be found on remote islands in the Pacific, buried amid the shifting sands of vast deserts, and in the frigid recesses of the polar extremes. Now they sleep — some deep within the enveloping earth and others beneath the eternal sea, in the drowned city of R’lyeh, preserved in the waters by the spells of mighty Cthulhu. When the stars are right they will rise, and once again walk this Earth.

Call of Cthulhu is Chaosium’s classic roleplaying game of Lovecraftian horror in which ordinary people are confronted by the terrifying and alien forces of the Cthulhu Mythos. *Call of Cthulhu* uses Chaosium’s *Basic Roleplaying* system, easy to learn and quick to play. This bestseller has won dozens of game-industry awards and is a member of the *Academy of Adventure Game Design Hall of Fame*. In 2011 *Call of Cthulhu* celebrated its 30th anniversary. In 2003 *Call of Cthulhu* was voted the #1 Gothic/Horror RPG of all time by the Gaming Report.com community. *Call of Cthulhu* is well-supported by an ever-growing line of high quality game supplements.

This is a softcover 6th edition of this classic horror game, completely compatible with all of previous editions and supplements for *Call of Cthulhu*. This is a complete roleplaying game in one volume. All you need to play is this book, some dice, imagination, and your friends.

Atomic-Age Cthulhu

#23122 ISBN 1-56882-390-8 \$31.95

NEVER BEFORE had the world faced a threat as potentially devastating as the A-bomb—and the even more lethal H-bomb that followed. Edu-

cational films showed how to “survive” a nuclear blast by crawling under a desk, as if a few inches of wood made any difference. In movie theaters, classic monsters of the ‘30s and ‘40s were replaced by atom-spawned horrors. Unseen enemies were everywhere: from devilish rock-and-roll music to morally-corrupt books such as *Lolita* and *Catcher in the Rye*. Comic-books corrupted the minds of our youths, and godless Communists constituted a red menace to be stopped using any means necessary.

Atomic-Age Cthulhu brings Lovecraftian horror roleplaying into the post-war golden age. Here you find background and history that led to the development of the 1950s world, along with new skills and professions for your investigators. A number of Sinister Seeds are included to help you grow your own ‘50s horrors, but seven complete adventures are ready for you to spring on your unsuspecting players.

Call of Cthulhu Keeper’s Screen

#23120 ISBN 1-56882-345-2 \$15.95

A 3-Panel Keeper’s Screen mounted on thick hard-cover stock that folds out to 33 inches wide. One side, intended to face the players, portrays an investigative scene. The other side collects and summarizes important rules and statistics, to help ease the Keeper’s task. The package includes a 22”x34” *Mythos Vade Mecum* poster by the mad french artists Christian Grussi and El Théo, postulating relationships between the deities and minions of the Cthulhu Mythos.

Call of Cthulhu 7th ED. QUICKSTART

#23131 ISBN 9781568823881 \$9.95

Welcome to Chaosium’s *Call of Cthulhu* 7th Edition Quick-Start Rules, a booklet that collects the essential rules for *Call of Cthulhu* 7th Edition and presents them in abbreviated form. (This is a print copy of this book, for a free PDF version, please see below).

This book comprises a complete basic roleplaying game system, a framework of rules aimed at allowing players to enact a sort of improvisational radio theater—only without microphones—and with dice determining whether the characters succeed or fail at what they attempt to do. In roleplaying games, one player takes on the role of the gamemaster (or *keeper*, in *Call of Cthulhu*), while the other player(s) assume the roles of player characters (investigators, in *Call of Cthulhu*) in the game. The gamemaster also acts out the roles of characters who aren’t being guided by players: these are called non-player characters (NPCs).

From its origin, *Call of Cthulhu* was designed to be intuitive and easy to play. Character attributes follow a 3D6 curve, and the other *Call of Cthulhu* mechanics are even simpler. Virtually all rolls determining success or failure of a task are determined via the roll of percentile dice. This means that there’s less fiddling with dice of different types, and the concept of a percentile chance of success is extremely easy for beginners and experienced players to grasp.

Use this booklet to play *Call of Cthulhu* immediately, and to discover the improvements to the system. Games rules, an updated character sheet, and a classic adventure are included.

Canis Mysterium

#23124 ISBN 9781568823843 \$10.95

Canis Mysterium is an adventure scenario for the *Call of Cthulhu* roleplaying system designed to be played in one or more gaming sessions. This scenario is suitable as an introduction to a new campaign or can easily be worked into an established storyline.

Several scenario seeds are offered to keepers who wish to expand and continue the events in this adventure, perhaps giving birth to a new campaign or providing handy subplot sessions to pre-existing campaigns.

Cthulhu By Gaslight

#23123 ISBN 0-56882-181-6 \$28.95

IN THE 1890s, Cthulhu and his minions share the globe with the mighty British Empire. But they owe allegiance to an empire of their own — a dark and cruel design on ownership of the world and on the dreams of humanity. Even among the green fields of rural England, only thoughtful and energetic intervention keeps the shadows at bay.

Cthulhu By Gaslight offers a thoroughly developed Victorian England setting for use with *Call of Cthulhu*. Character creation has been enhanced with new wrinkles. There are articles on the Victorian world, crime, politics, personalities, and so forth. There are extensive sections on the Cthulhu Mythos in Britain — creatures, cults, and books — and a précis of Ramsey Campbell’s Severn River Valley. Also included are tips on running various types of Gaslight-era campaigns, a gazetteer of intriguing British myths and legends, a selection of friends and foes from Victorian fiction, and a lengthy bibliography/filmography of suggested reading and viewing. Rounding out this edition are a pair of Victorian-era scenarios — one an urban adventure set in London, the other set in rural Dartmoor. Includes a two-color, fold-out map of the City of London.

Cthulhu Dark Ages

#2398 ISBN 1-56882-171-9 \$23.95

The Dark Ages world is filled with life, death, and the pain of old age. Vengeful hordes wash across the world. Petty warlords fight among themselves like ravenous dogs. Disease runs rampant. Illiterate city-folk and simple farmers dread that which lurks in the dark. And in the greatest abbeys, a few know of forbidden books that speak of blasphemy and of those who would destroy the world of god-fearing men and women.

950 A.D.— The Byzantine Theodorus Philetas translates the al-Azif into Greek and renames it the *Necronomicon*. It will be more than a century before this blasphemous tome is finally condemned, and most copies destroyed.

Cthulhu Dark Ages is a complete roleplaying game, using the intuitive and flexible *Basic Roleplaying* system used and developed by Chaosium for many years and is also used in our *Call of Cthulhu* game. If you know how to play one, you can play the other.

Cthulhu Invictus

#23115 ISBN 9781568823058 \$26.95

ROMAN CHILDREN TREMBLE in their beds as their mothers tell them stories of Medusa, the Hundred-Handed Ones, and the War of the Titans. They pray that the Fates have woven a long skein for them, free from encounters with the Minotaur and Cerberus. Little do they know that things more horrible than the creatures of myth and legend inhabit the world. A dark god stalks the streets of Rome stealing the souls of the rich and the poor, the young and the old, to populate his empire on the other side of the wall of sleep.

This is the world of *Cthulhu Invictus*, horror roleplaying in the first century CE, the time of the Roman Empire.

H. P. Lovecraft's Dunwich

#8802 ISBN 1-56882-164-6 \$25.95

Dunwich is a small village located along the Miskatonic, upriver from Arkham. Until 1806, Dunwich was a thriving community, boasting many mills and the powerful Whateley family.

Those among the Whateleys came to know dark secrets about the world, and they fell into the worship of unwholesome creatures from other times and places. Retreating to the hills and forests surrounding the town, they betrayed their uncorrupted kin.

Prosperity fled, and a dark despair seized the people. What remains is a skeleton town, mills closed, its citizens without hope or future. However, secrets of the Mythos survive, to be discovered by brave and enterprising investigators.

H.P. Lovecraft's Dunwich begins with "The Dunwich Horror," Lovecraft's masterful tale of life in the town and its surrounds. It expands upon the story with extensive information about the town: pertinent buildings, useful people, and important locations are described in detail. A 17x22" map depicts the area for miles around, and two scenarios are included. All statistics and gameplay notes for d20 Cthulhu are also provided.

Horror on the Orient Express

#23130 ISBN 1-56882-390-8 \$119.95

HORROR ON THE ORIENT EXPRESS contains the boxed second-edition of a massive, luxury adventure for the *Call of Cthulhu* roleplaying game. Beginning in 1920s London, the investigators journey to Paris and thence to the ancient city of Constantinople. With luck, they also return home.

Greatly expanded from the first edition with help from Chaosium's Kickstarter backers, *Horror on the Orient Express* now contains 19 episodes, some requiring many nights of game play. Background scenarios are included for

Cthulhu Invictus, *Cthulhu Dark Ages*, and *Cthulhu By Gaslight*, plus there is a modern-day coda to the core 1920s-era campaign. These scenarios explore the early creation of elements of the core campaign, providing the players with glimpses of the horrors to come.

Six books are contained within a well-built box: the *Campaign Book*, *Through the Alps, Italy & Beyond*, *Constantinople & Return*, *Strangers on the Train*, and *The Traveler's Companion*. In addition there are numerous player handouts, a European route map, luggage stickers, scrolls, passports, card stock plans of the train that can be laid end-to-end, and fragments of an ancient artifact collected along the way.

The House of R'lyeh

#23127 EAN 9781568823645 \$33.95

The House of R'lyeh contains five *Call of Cthulhu* scenarios that follow or expand upon events in five of H.P. Lovecraft's stories: "Pickman's Model", "The Haunter of the Dark", "The Hound", "Arthur Jermyn", and "The Nameless City". Set in Boston, Providence, the British Isles, continental Europe, and the Middle East, none of the scenarios need be played at set dates or in a set order, but they could be run in the order presented to form a loose campaign using optional links between scenarios to draw investigators from one to the other.

Alternatively, the scenarios may be used to supplement classic *Call of Cthulhu* campaigns such as *The Shadows of Yog-Sothoth* which suggests that its component scenarios should be interspersed with others.

Keeper's Companion II

#2395 ISBN 1-56882-186-7 \$23.95

A CORE BOOK FOR KEEPERS, VOL. 2—New to *Call of Cthulhu*? A battle-scarred veteran of many campaigns? Here are essential background articles useful to most keepers.

"The History Behind Prohibition" — A lengthy article bringing anti-alcohol advocates, law enforcement, gangsters, rum-runners, and consumers into focus. Lots of good stories.

"The Keeper's Master List of *Call of Cthulhu* Scenarios" — Lists are alphabetical by the following topics: scenario era; creature / maniacs / great old ones; legendary heroes and villains; cults / sects / secret societies; Mythos tomes; fictitious locations; and Mythos books from publishers other than Chaosium.

"Iron: a Survey of Civilian Small Arms Used in the 1890's, 1920's, and the Present". Practicalities of firearms; common malfunctions; new skills Handloading and Gunsmithing. Firearms considered are likely to be encountered or thought specially useful by investigators. Insightful discussions of nine specific rifles, five shotguns, ten handguns, a sniper rifle, and the Thompson submachine gun. Hot load damage values for most weapons, along with comparative ratings for noise, maintenance, powder, reloading per round, more, plus standard stats.

"Medical Examiner's Report" discusses the

unusual corpse recovered by the Essex County Sheriff's Department, as does "Dr. Lippincot's Diary" from another point of view. Also a short article on deep one / human reproduction.

Brian Sammon's "Mythos Collector" submits write-ups for the *Book of Iod*, *Chronike von Nath*, *Confessions of the Mad Monk Clinthanus*, *Letters of Nestar*, *The Nyhargo Codex*, *Soul of Chaos*, *Testament of Carnamago*, *The Tunneler Below*, *Visions From Yaddith*, *Von denen Verdammten*, as well as for more than a dozen new spells.

And More: "Mythos ex Machina" gathers about forty examples of alien technology from *Cthulhu* supplements. Gordon Olmstead-Dean outlines the odd connections between H. P. Lovecraft and the Satanists HPL never knew, in "LaVey, Satanism, and the Big Squid". Indexed.

Secrets of Tibet

#23129 EAN 9781568823966 \$27.95

TIBET is a common term used in the western world to refer to a remote plateau situated north of the Himalayan mountain range in Asia. A land of high-altitude peaks, some areas are impossible to reach without modern technology. The land is populated with malevolent gods and monsters, and deep secrets lie sleeping in ancient tombs and vaults among Tibet's soaring mountains and deep valleys.

Geologists determined that millions of years ago, the Himalayan mountain range lay at the bottom of the ocean. The gradual movement of Earth's tectonic plates raised this region so that it now contains many of the highest points above sea level on the planet. The Himalayas cover a vast area that, some whisper, overlaps the Dreamlands and the terror-shrouded mountainous area between the Cold Waste and the dreaded Plateau of Leng.

Secrets of Tibet details information about everyday life in this mysterious and unique country, from the early twentieth century through to more modern times, along with horrific underlying truths. Tibetan demons are remnants of races that came to Earth from the stars millions of years ago. They dwell in hidden places, are served by loyal minions, and are protected by ancient dark cults that span the globe. They slumber until a time when the stars align, and their awakening shall herald the end of the world as we know it. Over millennia some have awakened briefly, sometimes for years or even centuries, to observe what has been happening in the world. Others are dreamers with lesser abilities, but in their slumber they influence the cold mountain areas of Tibet. Combined, their powers have thinned the barriers between the Waking World, Earth's Dreamlands, and other worlds and dimensions of space and time.

Included within these pages are a history of Tibet, chapters detailing its culture and religion, a bestiary of Tibetan gods and monsters, a guide to the Forbidden City of Lhasa including maps, and three scenarios that will take investigators to the Tibetan plateau and beyond.

Basic Roleplaying

Welcome to Chaosium's *Basic Roleplaying* system, a book that collects in one place rules and options for one of the original and most influential role playing game systems in the world.

Basic Roleplaying

#2026 ISBN 1-56882-347-9 \$44.95

A CORE HARDCOVER BOOK—This book comprises a roleplaying game system, a framework of rules aimed at allowing players to enact a sort of improvisational radio theater—only without microphones—and with dice determining whether the characters succeed or fail at what they attempt to do. In roleplaying games, one player takes on the role of the gamemaster (GM), while the other player(s) assume the roles of player characters (PCs) in the game. The gamemaster also acts out the roles of characters who aren't being guided by players: these are called non-player characters (NPCs).

From its origin, *Basic Roleplaying* was designed to be intuitive and easy to play. Character attributes follow a 3D6 curve, and the other *Basic Roleplaying* mechanics are even simpler. Virtually all rolls determining success or failure of a task are determined via the roll of percentile dice. This means that there's less fiddling with dice of different types, and the concept of a percentile chance of success is extremely easy for beginners and experienced players to grasp. There aren't many easier ways to say a character has a 70% chance of succeeding at an activity.

The system is remarkably friendly to newcomers. It is easy to describe the basics of the game system, and the percentile mechanics, to non-gamers.

Players of other game systems often find *Basic Roleplaying* to be much less mechanistic and less of a barrier to the actual act of roleplaying. Less time spent on game systems usually equals more time available for roleplaying and thinking "in character."

Characters tend to evolve based on practicing the skills they use the most. They do not arbitrarily gain experience in skills and qualities based on ephemeral elements such as levels or experience ranks.

Combat can be very quick and deadly, and often the deciding blow in a conflict is the one to land first.

Basic Roleplaying is remarkably modular: levels of complexity can be added or removed as needed, and the core system works equally well with considerable detail as it does with a minimal amount of rules.

Magic World

#2028 ISBN 9781568823652 \$38.95

Enter a world of fantastic adventure, where your destiny is limited only by your imagination. Where powerful sorcerers manipulate the very essence of reality, and where warriors decide the fate of kingdoms with blade and spear. A world of magic, myth, and menace... a *Magic World!*

Magic World is a self-contained fantasy roleplaying game using the classic *Basic Roleplaying* system. The game allows you to play characters in a world of fantasy, adventure, and excitement. The rules of *Magic World* are simple to grasp, while having enough options and complexity to suit any gaming style. Characters grow in experience organically, without relying on artificial constructs such as classes, levels, etc. Any sort of fantasy character you can imagine, you can play. *Magic World* contains:

- Full rules for creating characters in a world of magic and fantasy.
- A robust magic system with nearly one hundred spells. Any character may become a spell caster with the right combination of raw talent, and training!
- Detailed, yet streamlined skills and combat rules.
- Complete rules for nautical adventures.
- A bestiary of more than sixty creatures to use as foes for the characters, or as the characters themselves! Play as any species imaginable: Human, Elf, Orc, Centaur, Troll, Talking Beast, and more!
- Gamemaster advice, and resources.
- A gallery of enchanted items which might be found in your characters adventures.
- A complete sample campaign setting, "the Southlands", to jump start your adventures.
- And more!

Advanced Sorcery

#2029 ISBN 9781568823690 \$23.95

The worlds of fantasy are vast and diverse. Whether steeped in philosophy and existentialism, or action and carnage, the one commonality to all tales of fantasy is the influence of the supernatural on the natural world. Mages, wizards and

sorcerers force the world to bend to their will. They grab the the fundamental essence of the universe and force it to do their bidding.

Advanced Sorcery adds new options to players of the *Magic World* game, as well as other *Basic Roleplaying*-based roleplaying games. The magic systems in this book may be used alongside the Sorcery rules from *Magic World*, or replace them. As with all rules additions, the Chronicler and players are the final arbiters of the need for new material. If you do add these new systems to an existing campaign world, consider how they can be introduced. Perhaps different cultures in your world are the lorekeepers of individual magic systems. Possibly a great network of mages share these secrets amongst themselves. But in the end, remember that it's magic; it requires logic as a roaring fire needs dousing with water: not at all.

Mythic Iceland

#2025 ISBN 9781568823652 \$34.95

The Nordic and Celtic peoples who settled Iceland in the 9th century came from lands with rich traditions of folklore, where the mythical and supernatural were part of daily life. They found an island of striking beauty, with inland valleys, richly grassed and forested lowlands, massive glaciers, and impressive volcanic mountain ranges. They also found a land teeming with spirits of nature and mythic creatures.

Mythic Iceland offers *Basic Roleplaying* players the experience of living and adventuring in the Iceland described in the Sagas and in Icelandic fairy-tales. In *Mythic Iceland* all the creatures of myth and all the magical aspects of life really do exist, and they play a major role in people's lives. The elves, or hidden folk, exist hidden from the eyes of the common folk, and sometimes meddle in their affairs. Those travelling through the highlands risk being attacked by trolls, and often curses and spells are laid on neighbors and enemies.

MYTHIC ICELAND INCLUDES THESE CHAPTERS: Introduction • History of Mythic Iceland • Character Creation • Life in Saga-Age Iceland • Law and Government • Norse Religion • Magic in Mythic Iceland • A Traveler's Guide to Mythic Iceland • Elves and the Hidden People • Alþheimur • The Lands to the West • The Wide World • Going Viking • Running a Game of Mythic Iceland • Creatures of Mythic Iceland • The Trouble with Neighbors • Cthulhu Dark Ages Iceland • Cthulhu Dark Ages Scenario • Bibliography • Fold-Out Map.

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Advanced Sorcery

DEMONS, NECROMANCY & HIGH-LEVEL MAGIC

The worlds of fantasy are vast and diverse. Whether steeped in philosophy and existentialism, or action and carnage, the one commonality to all tales of fantasy is the influence of the supernatural on the natural world. Mages, wizards and sorcerers force the world to bend to their will. They grab the the fundamental essence of the universe and force it to do their bidding.

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Within this book are seven chapters:

Advanced Sorcery: over two dozen new powerful Sorcery spells to add to your Sorcerer's repertoire.

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This is a supplement for Chaosium's **MAGIC WORLD** roleplaying game.

You must have at least one copy of those rules to enjoy this book

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