



SUPREME EXCELLENCE

A magic sourcebook for
Dread: The First Book Of Pandemonium

Written by Rafael Chandler
Illustrated by Heather Chandler, Rafael Chandler, and Mark Pfahlert

www.malignantgames.com

PART ONE: GRAVEYARD SHIFT

The Journals of Edna Council

June 12, 2003

"To capture the enemy's entire army is better than to destroy it; to take intact a regiment, a company, or a squad is better than to destroy them. For to win one hundred victories in one hundred battles is not the supreme excellence. To subdue the enemy without fighting is the supreme excellence."

-- Sun Tzu

The problem with Minx is, she's very good at what she does, so it's difficult to hate her for her astonishing arrogance and her short attention span.

Seconds before the policemen reach her, she whips her right arm back. It begins to glow with a pale green light, and her wrist and hand flatten into a triangular blade. She springs forward and slashes at the policemen, swinging the long blade in a short, tight arc. All four of them clutch their midsections, then they freeze. She turns and walks back towards me, whistling, and I fear that she has broken our covenant and taken innocent human lives. But there is no blood from the wounds, and the officers do not fall.

"Jun Dao," she says, then laughs at my confusion. "Jade Knife. Paralyzes people. No damage. Should wear off pretty soon. And, you know, we should be somewhere else when it does."

We return to the car and drive out of the cemetery. The mission was fruitless. For days, we've been trying to exhume the body of Anne Marcowitz via legal channels. Having failed, we decided to take matters into our own hands, and brought shovels to Mason's Point Cemetery in the dead of night, ready to dig up the truth. But someone had beaten us to it, and had disinterred her remains. If there had been less policemen, we might have questioned them using magic. But four are too many, and in order to subdue them, we might have to injure them seriously. Since they believe that they're protecting Chief Thirwell from criminals, we can't do them any harm. It isn't fair to punish them for doing their work. Besides, we know that we've rattled Thirwell. He's sent men to dig up a corpse. He's near the breaking point.



"How did you do that?" I ask. "That spell. I've never seen it before."

Minx laughs, that deep throaty laugh that she probably thinks comes across as seductive and wordy. It doesn't sound trashy or anything. No, it doesn't sound like she's a nasty little barfly in a tight little skirt.

“I studied under Jezebel Stone,” she says. She lights a cigarette, which I’ve told her is not permitted in my automobile, but I don’t say anything. She’s alluded to Jezebel Stone before, and I’ve decided that Stone was her Mentor. But I want to hear the details.

I’m not stupid. I can put two and two together. Angelica told me a great deal about Cathexis, and the way that anyone can learn to access that power. But there’s something amiss, and I’m hoping that Minx can furnish another piece of the puzzle.

“Jezebel taught a different kind of sorcery,” Minx says. “Most of my magic is combat-oriented. And it’s based on the martial arts. Pretty much all I can do is fight, really. I leave interrogation spells to people like you. I’m the one mixing it up out there.”

She continues in this vein for several minutes. Since it’s obvious that she enjoys the sound of her own voice, I refrain from turning on the radio, even though it’s time for NPR news. Instead, I think about Chief Thirwell. He raped and murdered Anne Marcowitz, of that we are certain. After rescuing her grieving parents from a Remarek Demon, we swore to them that we would punish Thirwell. But we’re not officers of the law. We have little to go on, and without some kind of evidence, there’s not much we--

Minx answers her cell phone. “Yeah?” She stiffens, then flings her cigarette butt out the window. “Okay, hang in there.” She folds up her phone. “Hey, Council, we got to get over to Thirwell’s place, like, right now.”

Without waiting for an explanation, I swerve over to the left lane, make a u-turn, and barrel down Glenwood at twenty miles over the speed limit. Fortunately, it’s just after two in the morning, and the roads are very nearly clear.

Minx shakes her head. “Shoulda seen this coming. That was Morlock. She’s at the Chief’s place, just watching to see what’s up. She saw Anne Marcowitz.”

“They brought her body to the Chief’s home? Why would--?”

“Nah, she was walking.”

It takes me a few seconds to catch up. “Daemuil Demon?”

Minx nods. “Probably. And I’d say, sure, let her wax the guy. Screw him. But, then the demon goes after anybody who ever upset her in life, and she kill them, and then it just goes straight to hell with the body count and the cops and everything. We need to take that demon out.”

I nod. “Afterwards... Can you teach me some of those combat spells?”

Minx laughs. “Yeah, sure.” She lights another cigarette. Bitch.

The Daemuil Demon was destroyed, and Thirwell was so horrified by the encounter that he tried to commit suicide. We stopped him in time, and he was taken into custody when his fellow police officers identified the dirt-clad corpse of Anne Marcowitz in his living room. He tried to explain that she'd risen from the grave to take her revenge, but they wouldn't listen. By then, we were long gone.

My entire body aches. Minx has put me through a regimen so brutal that I fear I will never walk properly again. I have struck punching bags again and again, and my arms feel thick and heavy. My legs are leaden from kicking. Minx insists that the kick is the most vital attack. Women's legs are much stronger than their arms, she says, and on the battlefield, every advantage must be exploited. In order to exploit, one must first understand. So I kick. She dangles floppy black-and-white x-rays -- skulls, pelvises, rib cages -- and I kick, and I kick, and I kick.

Now, I cannot walk. Eating is actually quite difficult, because it requires me to lift my hands above waist level. This is nearly impossible.

Strangely, I feel exultation and fierce joy. I do not feel disgusted with my body's limitations, as I have in the past. I feel very proud of myself. I feel that I can accomplish a great deal. This is a strange feeling.

I was able to execute one of Minx's spells yesterday. Steel Palace, a defensive spell. I am able to defend myself in battle. It was not something I could do yesterday, but today I am capable.

Perhaps I was hasty in my assessment of Minx. She is strong, and she is capable, and she is, for all her flaws, necessary. She's very good at what she does.

I have decided that I want to be good at something, too.



ABOUT THIS SUPPLEMENT:

Supreme Excellence details 20 new spells, most of which focus on hand-to-hand combat. In addition, this supplement includes information on the Raleigh Cabal, and three of its members. You could use these as pre-gens, or as example characters for new players. Future supplements will include information on other Cabals, and on other Mentors and allies.

If you have any questions or comments, hit me at rafael@malignantgames.com.

Word is bond,
Rafael

PART TWO: THE NEW NOISE

Blood Armor (Kai Mia)

Duration: 1 minute (12 rounds)

Range: Self

When you cast this spell, blood begins to seep from your pores, then solidifies outside your clothing to form dark red armor. The shape that the armor takes is entirely up to the you (and this can be a good time to garner a Cool Die by describing the armor in detail). The crimson armor affords you an extra Defense Die against physical attacks, and two extra Defense Dice against magical attacks (or Imprecations) for the following 12 rounds. The armor is weightless, and though the bloodshed is uncomfortable (even painful), the process causes you no Injury.

Burning Dragonfly Wing (Xiao Hui Ma Bing)

Duration: Immediate

Range: Self

After casting this spell, you're capable of attacking multiple opponents in one swift flurry of attacks, but the damage done to you in return is serious. The spell allows you to blur through a room, lit by ghastly white flames, striking numerous opponents with fists and feet of blinding fire. You can attack up to six opponents in one round; for each opponent, roll a normal attack (including all applicable bonus dice). For each opponent attacked, however, you sustains two points of Injury. Therefore, if surrounded by four enemies, you could cast the spell and attack all four in rapid succession, but you'd take eight points of Injury.

Emerald Fire (Fei Cui Chi)

Duration: 45 seconds (9 rounds)

Range: Self

Mystic green fire coils around your forearms of the caster, allowing you to deflect physical attacks. For the next nine rounds, you get extra dice when making a Defense roll. For each Attack die that you give up, you gain two Defense dice. This must be decided when the spell is cast, however. For instance, If you have a Body Score of 3 and the Combat Skill, you would have 4 dice for attacks, and 4 dice for defense. If you cast Emerald Fire, and gave up one attack die, then for the duration of the spell, you would roll 3 attack dice (minus one), and 6 defense dice (plus two). Or, if you decided to give up two attack dice, then during combat you would roll 2 attack dice and 8 defense dice. These numbers are fixed for the duration of the spell, but you can choose to distribute dice differently each time the spell is cast.

Expert Warrior (Zhuan Jia Shi)

Duration: 30 seconds (6 rounds)

Range: Self

When this spell is cast, you become utterly proficient with whatever weapon you happen to be holding. For the next 30 seconds, you gain two dice whenever attacking or defending with the weapon at hand. These dice are added to any existing

bonuses, but only two dice will be added per round (so if this spell is combined with Hundred Fists, you can't expect two dice for each attack if you attack three people in one round -- only two extra dice are available, to be distributed as you see fit). If you're separated from your weapon, the bonus does not apply until you wield the weapon again. However, if you hold the weapon, but doesn't use it in the attack (for instance, you kick someone while holding a sword), the bonus still applies. If the spell is cast, but you aren't holding a weapon, the bonus doesn't kick in until a weapon is acquired (and if the six rounds elapse before you can procure a weapon, then the spell is over and too bad). In addition to the combat bonus, the spell also produces a magnificent sense of accomplishment and confidence. This sensation results in a temporary boost to your Spirit Score, which is raised by one for the duration of the spell.

Golden Sword Edge (Jin Se Kun Ren)

Duration: 30 seconds (6 rounds)

Range: Self

The edge of your hand glows with a deep golden light, and is capable of cutting through nearly anything. For half a minute, you can chop through doors, walls, or even people. In combat, the chop inflicts damage +1. If cutting through materials, use the following chart:

<u>Substance:</u>	<u>Difficulty:</u>
Drywall, plaster	6
Wood	8
Concrete	10
Reinforced concrete	12
Steel	14
Enchanted materials	16

Hundred Fists (Baak Fai)

Duration: 10 seconds (2 rounds)

Range: Self

Casting this spell causes you to develop incredible speed and strength for a few seconds. During this time, two dice are added to all combat rolls, including both attack and defense, for the duration of the spell. Furthermore, your may divide attacks up between multiple opponents, up to the number of dice available. For instance, if you have a Body Score of 2, you would get two more dice when attacking and defending, for a total number of 4 dice. These may be used in an attack against one opponent (using all four dice), or against two opponents (using two dice each), or against four opponents (using one die each). If you have a Body Score of 6, the Combat Skill, a burned point of Redemption, an applicable Drive, and a cool description, you would be able to use 12 dice, meaning that you could attack two opponents at 6 dice each, or 12 opponents with 1 die each. Dice can be split up any way you choose, but bonuses are not multiplicable -- a cool description garners one extra die, not several.



Iron Hammer (Ju Chui)

Duration: 30 seconds (6 rounds)

Range: Self

When this spell is cast, your skin becomes dark grey, and your body becomes hard and heavy, like iron. Your punches and kicks will inflict an additional point of Injury (rather than roll an extra die, merely add a point to the Injury inflicted -- if your attack is unsuccessful, no damage is inflicted). Furthermore, you will be utterly immune to attacks from metal weapons. Swords, knives, and bullets will bounce off of you harmlessly, though other physical attacks (punches, kicks, wooden weapons) and energy attacks (fire, magic, cold) will inflict normal damage. Curiously, for the duration of the spell, you will be very cool to the touch, and will register as room-temperature if viewed through infrared vision devices.

Jade Knife (Jun Dao)

Duration: 20 seconds (4 rounds)

Range: Self

One of your hands becomes a long, shimmering blade of translucent jade after this spell is cast. The blade emanates a pale green light, and is weightless. Though it is incorporeal, and inflicts no physical damage, any successful hit with the blade will temporarily paralyze a human opponent for thirty seconds (6 rounds). The victim will be unable to move, speak, or cast spells, but will see and hear everything as normal. The spell continues, even after you have struck someone, so it is conceivable that you could paralyze up to six victims before the spell is over. The spell has no effect on demons or angels.

Lightning Attack (Shan Dian Gong Da)

Duration: Immediate

Range: 100 feet

When this spell is cast, you commence an attack, disappear in a flash of brilliant light, then appear behind an opponent in mid-strike. Regardless of the position of the opponent with regard to you (three stories up, underground, around a corner), if you are within 100 feet of each other, the spell is successful. If the opponent's back is to a wall, then you'll appear directly in front of the victim. If the opponent is over 100 feet away, or if there's simply no place for you to reappear, then the spell has no effect.

Locust Shell (Huang Bei Ke)

Duration: 30 seconds (6 rounds)

Range: Self

A glowing swarm of buzzing locusts begins to whirl around you, moving with you as you fight. The spectral locusts coil and surge around your body, blocking projectile weapons, magic, and Imprecations. For the next six rounds, each time you fail when defending against a projectile attack, spell, or Imprecation, you may make a second roll. The second roll, however, will be half as many dice. For example, if you fail to dodge an arrow with four dice, you can make a second attempt, but using two dice. Round halves up.

Pearl Dragon (Zhen Zhu Long)

Duration: 30 seconds (6 rounds)

Range: Self

When this spell is cast, iridescent scales cover your body, and your skin becomes the color of mother-of-pearl. These nacreous scales are soft to the touch, but they absorb kinetic energy, dulling the impact of physical attacks. During combat, you gain an additional die when rolling Defense against physical attacks, and if an enemy makes an unsuccessful hand-to-hand attack, you automatically turn the force back on the attacker, inflicting a point of Injury. This spell is not effective against projectile weapons or magic.

Perfect Strike (Wan Mei Zhuang Ji)

Duration: 10 seconds (2 rounds)

Range: Self

For the duration of this spell, your mental and physical energy are channeled into the art of hand-to-hand combat. Every movement you make is precise and devastating, and there are no mistakes. You punch, kick, and throw like a veteran warrior, and you block flawlessly, without having to think about it. For ten seconds, you become insanely dangerous. While the spell is in effect, you reroll any die result less than 5 when attacking or defending. If the reroll is under 5, then you roll again, and again, until the result is 5 or higher.

Scorpion Fist (Chai Quan Tou)

Duration: 15 seconds (3 rounds)

Range: Self

After casting this spell, your attacks inflict lingering injuries upon opponents, slowing and weakening them. Your hands begin to trail black streams of venom that float through the air like blood in water. To attack, you must make a Spirit Roll against difficulty 10. If you're successful, you've successfully struck your opponent (inflicting damage equal to your roll, minus 10), and your enemy is now poisoned. For the next two rounds, the victim will suffer an additional point of Injury, and will feel weak and feverish. The effects of the spell are cumulative, and your touch remains poisonous for three rounds, so it is possible that you might strike the same enemy three times in a row, resulting in a total drain of 6 points of Injury (plus incidental damage from being struck).

Shadow Punch (An Ying Chong)

Duration: 20 seconds (4 rounds)

Range: Self

Your enemy is attacked by his own shadow when this spell is cast. You momentarily casts your consciousness into your enemy's shadow, rip it from the earth, and attack with it. For the duration of the spell, your mind is transferred into the tenebrous entity that emerges from the shadow, and you can use the spectre to attack. The shadow body attacks (and defends) with a Combat Score equal to your Spirit Score, and can sustain up to 10 points of Injury before dissipating. When the duration has elapsed, or if the shadow is destroyed, your consciousness returns to your body. If you're disturbed in any way, the spell is disrupted, and will end.

Silver Claw (Bai Yin Zhua)

Duration: 15 seconds (3 rounds)

Range: Self

When this spell is cast, one of your hand becomes a massive claw, like that of a lobster. The claw is bright and silvery, and it is intangible. If it makes contact with a person, it will pass through them, but each time it does so, it drains a point of Body (the minimum Body Score is 1). In order to strike an enemy with the claw, you must make a Spirit Roll against difficulty 11. Failure means that the claw did not make contact. If the roll is successful, no Injury is sustained, but the victim has lost a point of Body for a short time (5 rounds). The effects are cumulative, however, and the spell lasts for three rounds, which means that a total of three points of Body can be subtracted from an enemy in rapid succession.



Spectral Tiger (Gui Hun Lau Hu)

Duration: 30 seconds (6 rounds)

Range: Self

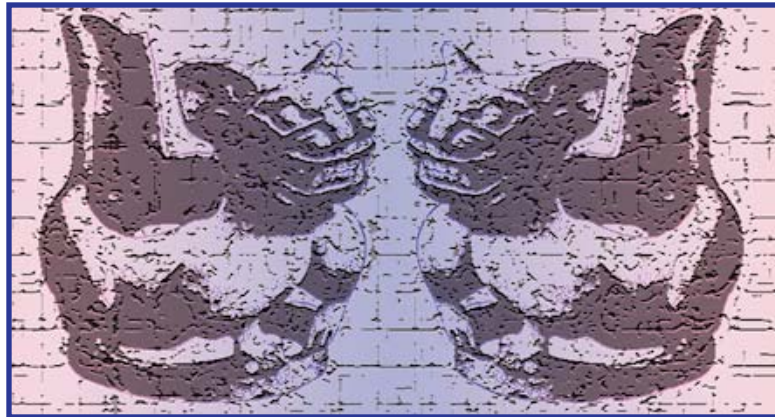
Your eyes begin to glow with a soft green light when this spell is cast, and your pupils narrow to catlike slits. Your skin pales, your teeth become long and sharp, and white talons of bone erupt from your fingertips. For the next thirty seconds, you are you can deliver devastating slashes with your claws, and your senses are drastically improved. You can see in the dark as though it were broad daylight, and you can detect a human heartbeat up to 50 feet away. You now possess the Hunter skill with a score of 2 (if you already have this skill add 2 to its score for the duration of the spell). During combat, your claws add 1 to all Attack rolls.

Steel Palace (Bin Gong)

Duration: 15 seconds (3 rounds)

Range: Self

While this spell is in effect, you are an impregnable fortress. You block punches, kicks, arrows, blades, bullets, Imprecations, and magic with ease. Your hands blaze like torches, and you weave in and out of combat, dodging and deflecting. For fifteen seconds, you gain a bonus of six dice when defending against any type of attack, be it physical or magical. However, you are utterly incapable of attacking. If you attack, the spell is cancelled.



Storm Kick (Feng Bao Chuai)

Duration: 15 seconds (3 rounds)

Range: Self

When this spell is cast, you are able to deliver devastating kicks, capable of knocking anyone unconscious in a single blow. After casting the spell, your eyes turn jet black, and if one looks closely, pale and wispy clouds can be seen, racing along the surface of your eye as if driven by gale-force winds. For the next three rounds, any successful kick will immediately render any human opponent unconscious, in addition to normal Injury sustained during the attack. You can also elect to strike your enemy in a nerve cluster, knocking the victim out without actually inflicting any damage. In this case, it is necessary to make a Spirit Roll against difficulty 10. Success means that the victim is unconscious, but has not suffered any actual damage. In either case, the opponent's lack of consciousness lasts 1-12 rounds.

Swift Thunder (Kuai Ting)

Duration: Immediate/ 10 seconds (2 rounds)

Range: Self

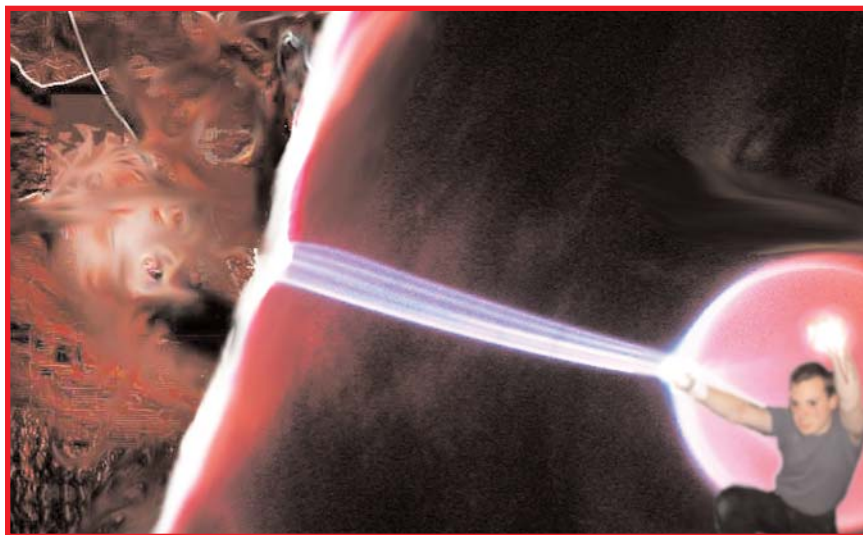
With one massive punch to the ground, you send shockwaves reverberating through buildings, vehicles, and your enemies. The blast shatters glass, crushes trees, and stuns your opponents, rendering them senseless for 10 seconds. However, the spell targets a specific number of victims, so if there are innocent bystanders or allies among the enemy's number, the spell doesn't have to affect them. To cast the spell, add the number of targets to 8, and make a Spirit Roll against the total. For instance, if there are three enemies you wish to stun, make a Spirit Roll against target difficulty 11. If successful, you have immobilized your enemies for two rounds (including the round during which the spell was cast). While the spell is in effect, they can move around, albeit very slowly, but can neither attack nor cast spells. They can, however, defend themselves and use their skills. The spell's victims suffer a penalty of 1 to all die rolls made until the spell wears off.

Temple Of Serenity (An Xiang Miao)

Duration: 45 seconds (9 rounds)

Range: Self

While this spell is in effect, a sphere of glowing energy, 15 feet in diameter, surrounds you. So long as you remain inside the sphere, you are completely immune to any Imprecations. Furthermore, demons and angels are unable to penetrate the sphere physically. However, humans are able to come and go at will, but if anyone enters the sphere, the spell is immediately cancelled. If you leave the sphere, the spell is cancelled. While in the sphere, you must devote all of your energy to keeping the spell going. If you pause to attack the demon or use another spell, the sphere collapses. Though demons cannot penetrate the sphere, they are able to hurl projectiles at you. So long as you remain conscious, however, the spell remains in effect.



PART THREE: RALEIGHWOOD CABAL

The Raleigh Cabal is one of the oldest in America. Having hunted and slain demons for over a year, the Disciples actually qualify as veterans in the war. Recently, two of the Disciples (Hush and Slashfic) were injured during a scuffle with a Grusce demon. During their convalescence, the group's Mentor (Angelica) introduced the others to a new member: Minx. The three active Disciples, Council, Minx, and Morlock, continue to hunt demons and exorcise the possessed.

Council is the tactician. Educated and intelligent, she is also skilled at using magic to extract information from people and situations. She is quiet, however, and frequently observes the interaction of others, rather than participate.

Morlock serves as the group's muscle. She is strong, intimidating, and an excellent fighter. Her magic knowledge is limited, and outside of combat, there's not very much that she's good at.

Minx is ebullient, sarcastic, and flirtatious. She is also wields a devastating array of combat-oriented spells. She lies convincingly, picks pockets with the best of them, and can open locked doors in seconds. She talks constantly.

Council

Real name: Edna Council

Attributes: Body 1, Mind 6, Spirit 2

Drive: Excellence

Skills (base score/total score): Hacker 3/9, Linguist 3/9, Medic 1/7, Occult Lore 1/7, Scientist 2/8

Spells: Barricade, Bete Noir, Confession, Oracle, Steel Palace

Weapons: Revolver 1

Equipment: Cell phone, first-aid kit

Contacts: Dr. Erik Smythe, cultural anthropologist; Karinna Borowitz, computer programmer; Dr. Anne Wu, county coroner

Description: A slender, dark-eyed girl, Council spends most of her time reading books or tinkering on her computer. A brilliant tactician, and extremely educated, she nonetheless finds it difficult to express her thoughts to others, and often keeps her ideas or insights to herself. Her knowledge of the occult is broad, and she speaks a half-dozen dead languages fluently. However, she lacks confidence, and sometimes requires some coaxing (or bribery; cake and pie are her favorites). During her adolescence, she suffered a nervous breakdown and was institutionalized. She regarded the psychiatrist and his staff as her captors, and experienced grotesque hallucinations of torture and brutality. In the company of uniformed males, Council becomes nervous, and if sufficiently agitated, will turn violent. Though mild, Council is pleasant, and is frequently able to lull enemies into a false sense of security by playing the innocent. She is not innocent, and is happy to spill blood in the service of the cause.

Morlock

Real name: Melinda Strattman

Created by: Rafael Chandler

Attributes: Body 6, Mind 2, Spirit 1

Drive: Rage

Skills (base score/total score): Athlete 1/7, Combat 1/7, Intimidator 4/5

Spells: Dresden, Hemophage

Weapons: Tire iron 1, Stockless shotgun 2

Equipment: Flashlight, duct tape, hacksaw

Contacts: Wanda Pierce, women's shelter director; Raymond Cruz, weight trainer

Description: A tall, muscular woman, Morlock serves as the group's muscle. She kicks down doors, beats information out of reluctant informants, and takes the brunt of combat. She rarely speaks, but is generally pleasant and easy-going. During her free time, Morlock lifts weights, reads muscle-mags, eats monstrous quantities of protein-heavy foods, and practices smashing things with her tire iron. When angered, she tends to resort to violence, and has difficulty controlling herself. As a result of her late husband's assault, she had to have reconstructive surgery, but despite the damage to her face, Morlock is still a fairly attractive woman. Due to her size, and her unshakable confidence, many men are intimidated by her. Fiercely loyal and protective of her friends, she is quick to violence if she feels that it is called for. She killed her husband without a second thought, and in prison, learned the value of swiftly delivered damage. A formidable opponent, Morlock relies on her brawn to get her through combat with demons.

Minx

Real name: Karen Hong

Attributes: Body 3, Mind 2, Spirit 4

Drive: Adrenaline

Skills (base score/total score): Con Artist 3/5, Criminal 2/5, Perception 1/5

Spells: Bloor Armor, Burning Dragonfly Wing, Expert Warrior, Hundred Fists, Pearl Dragon, Perfect Strike, Spectral Tiger, Temple of Serenity

Weapons: Sawed-off pool cue 1

Equipment: Lipstick, nail polish, 17 fake IDs

Contacts:

Description: A lean, wiry brunette, Minx is half-French, half-Vietnamese, and utterly incapable of telling her life story the same way twice. Though not a pathological liar, Minx has difficulty relating facts without embellishment of some sort. However, she possesses the two traits of a successful liar: she sticks to her story, and she believes it herself (but only during the telling). She owes thousands of dollars to people whose names she has long since forgotten, and she has changed names and identities so many times that she no longer thinks of herself as Karen Hong. She chose the name Minx long before Angelica rescued her from a Nethasq Demon, and though she is happy to work with the Cabal, it is possible that she will walk away from the war one day. She studied Cathexis in Vietnam, where Angelica found her. Deceit she learned in America, years before. Glib and confident, Minx lives for attention. She smiles constantly and has a weakness for sweets.

Angelica Mason

A tall, enigmatic black woman with grey eyes and long braids, Angelica is the Cabal's Mentor. Though she does not actively participate in the Cabal's adventures, she plays a significant role in their lives. At least once per week, she contacts the Cabal (via phone, email, or occasionally in person) to tell them of some new threat to innocent lives. She is soft-spoken, but radiates confidence and power. Her whereabouts are usually unknown to her Disciples, and she comes and goes without warning. Alarming fast, Angelica can deal massive amounts of damage in seconds when provoked.



A note on spell design:

Spell design in Dread is extremely subjective. Most spells affect combat or the use of skills, in which case dice are usually modified in some way (add a die to your roll, subtract from an enemy's roll). A quick rule of thumb: maintain balance. If a spell affords a character a minor advantage (an extra die, a bonus of one point), a duration of one minute is ample. If the spell affords a significant advantage (several extra dice, immunity of some kind), then a shorter duration is called for.

Remember that a Disciple with a high degree of magical power is usually an inferior hand-to-hand combatant; therefore, refrain from making Disciples perform Body Rolls except when absolutely necessary. Rely on the Spirit Score as your indicator of success (for instance, the spell may require the Disciple to make a Spirit Roll against a target difficulty, or against an antagonist's Defense Roll).

Above all else, work with your fellow players. If there's something about a spell or effect that the rest of your group finds objectionable, be willing to compromise.

Have fun.

Word is bond,
Rafael

Art Credits:

Heather Chandler 7
Rafael Chandler 1, 10
Mark Pfahlert 9, 11
Joy Priest 2