Magic Book

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Magic Book

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Here are explained the fundamentals of RuneQuest magic and the relations between the types of magic users. The gamemaster may use some, all, or none of the magic systems given here in his campaign.

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This is a fragment of the Blue Book of Zzabur, protected from misuse by the curse of Sleepless Eyes.

Introduction to Magic

This chapter explains the mechanics of three independent magic systems (spirit magic, divine magic and sorcery) and details ritual magic, a system common to shamans, priests and sorcerers.

This Magic book includes three compatible perspectives or approaches to the employment of magic. These approaches differ fundamentally only in the perceptions of the users. Which is the "true" way is for you to decide. By constructing parallel magic systems, all of the familiar traditional and literary magical stances and devices could be simulated by game mechanics. Normally the procedures, terminology, and root (ritual) magics of the approaches are identical, though the tactical powers and spells of the approaches differ.

RuneQuest presents three distinct ways to conceive of magic: spirit, divine, and sorcerous. There is also a common cluster of procedures called ritual magic. Each perspective harnesses magical energies in its own way. Practitioners of the methods stemming from each perspective admit the reality and power of other viewpoints and procedures but, except for ritual magic, it is difficult to specialize in more than one type of magic: performing different magics requires conceptualizations too divergent to be very compatible in the same mind.

This introductory chapter characterizes the magic approaches, and sketches the metaphysics of the universe. Then it discusses procedures common to all of the magics, including spirit combat, possession, magic points and their use, and spell types and standard descriptions.

Following it, the Spirit Magic chapter considers the shaman, the natural energy currents of the world, and how to communicate with the spirits which live close to it. The ability to draw magical energies from within oneself is learned through contact with personal spirits.

Divine magic users believe in the existence of greater powers and personalities which dominate the world. Through the agency of an entity, energies are drawn from the god plane and placed in the hands of priests and priestesses. Specific procedures for this occur in the subsequent Divine Magic chapter.

The Sorcery chapter deals with greater and lesser mages, mortals complete in themselves who recognize only the impersonality of the universe, its immutable laws, and its exploitable qualities. They manipulate energies from many sources.

The concluding chapter is about ritual magic—procedures (as opposed to rules) common to the three perspectives from which derive spirit, divine, and sorcerous magic. These formal procedures are the skills of Ceremony, Enchant, and Summon, and each uses ritualized motion, invocation, and expenditure of magic points or POW points to achieve special effects. Each of the three approaches to magic has ritual spells which must be used in conjunction with ritual procedures.

The Source of Magic

Magic pervades *RuneQuest*, for in the game every adventurer — every character — has the capacity to manipulate invisible powers. But players will know much more about employing, measuring, and calculating magical power than any adventurer, including the mightiest mage or the most powerful shaman in the game.

Though the beliefs of the user shape the approach of the user to magic, all magic works by certain principles which stem from the life force of the user. Life force flows in natural currents throughout the universe. Its different forms and shapes are determined by perception.

Life force permeates all living beings, including both complete and incomplete creatures. Unliving beings have no life force and are called inanimate or undead. Rocks, swords, and other objects have no life force. The ability to generate life force is measured in *RuneQuest* by POW; use of life force is measured through the expenditure of magic points.

The Three Perspectives

In *RuneQuest*, all magic shares certain traits. Importantly, it deals with the spirit plane (also called the invisible world, or otherworld). This alternate plane of existence is the realm of spirits, magic, and the dead.

Practitioners of magic choose a certain way to look at the invisible world and to live with it. The rest of this section explains the three perspectives provided for in the *RuneQuest* rules.

The Questions

Since the beginning, basic questions have plagued every intelligent mortal. The three approaches to magic are each a way of answering these questions. Your adventurers, of course, will never have read a copy of *RuneQuest*, but they will have asked these questions sometime during their lives. The basic questions are:

1. Where did the world come from?
2. Where did we come from?
3. Why do we die?
4. What happens after we die?
5. Why am I here?
6. How do I do magic?
7. How do we explain the existence of the other cultures? (Usually, two of the following three questions are asked: Who are the gods and priestesses? What are sorcerers? What are spirits and shamans?)

The following sections are answers to the questions from points of view of the shaman (spirit magic), the priestess or priest (divine magic), and the sorcerer (sorcerous magic). The divine magic portion is written from a priestess's perspective, but could as well be by a priest about a male deity.

The Shaman's Answers

"In the beginning the Great Spirit made everything. He made the Earth Mother and the Sky Father, keepers of the life force, and all of the spirits which live there. He made people, animals, and plants as well.

"At first all was confused, but after a time the Horned Man taught people to dance and sing with the rhythms of nature. Tribes were made, speech was invented, and Trickster stole fire for mankind.

"Nothing in the world died, and after a time there was too much overcrowding. People lived in huts stacked atop each other and ate each other's children. Finally the Horned Man taught everyone a new dance, and people began to die.

"This was not a bad thing, but the Bad Man fooled everyone into being afraid of death. They forgot part of their dance, and so they grew fearful. Now everyone who does not understand his part in the rhythm of the universe is afraid.

"In the dance of your life you will put on many clothes, and take off many. First you put on the loincloth of adolescence, then the jerkin of adulthood, and finally the cloak of age which weighs men down. In your life you will take off the ignorance of childhood, the inexperience of youth, and the uncertainty of adulthood.

"Then one day you will remove the cloak of your body and wake up in the Spirit World. If your spirit is healthy you will be like a hero and warrior, but if your spirit is unhealthy you will become like a rabbit which runs before the wolves of the Bad Man.

"You are a part of the Great Spirit, just as each insect or leaf or speck of dirt is a part of the Great Spirit. You are here, but no one can tell you why except the Great Spirit. You must find that out yourself through the quest of your life.

"I am a shaman, trained and experienced in the way of the spirits. When you study my magic you meet spirits—other portions of the Great Spirit—who will share their secrets with you. The methods they teach let you muster your own inner reserves of the life force and send it into the world to do your bidding. If you are blessed, you may discover your own true inner nature and be a shaman, too.

"The gods are the most powerful spirits we will meet. They are the keepers of the life force, the teachers. Anyone who seeks the shaman's path will one day meet them and learn some secrets. We call them the Great Spirit, Earth Mother, Father Sky, Horned Man, and Bad Man. Only shamans can understand them fully. Priestesses and priests are the mere slaves of these powerful spirits.

"Sorcerers are powerful magicians who have lost contact with the Great Spirit, and have thus no access to the pure magic. They spend many years learning terrible arts which do not seem dangerous to them, but which shrivel their souls. When they die, their souls are like ashes."

The Priestess's Answers

"In the ancient days the world was made by many deities. Each made a section (although our Goddess had a special portion). This way the Sun God made the Sun, the Earth Goddess made the Earth, and so on.

"Then we were made by the Goddess. She chose us above all others, and guided us with her powers and knowledge. She taught us her secrets so that we could serve her better.

"Death was imposed on us by the Bad Gods. They brought death and darkness, cold and violence. When our Goddess and people engage in such deeds, we do it only for good purposes.

"The good and blessed among us follow in the ways of our Goddess and are rewarded by joining her after death. The wicked and evil are banished to the realms of the Bad Gods, where vile things prey on them forever.

"We are here to serve the Goddess as best we can, in our individual ways. Each of us has a place in Her scheme. Study what the priestesses say and you will discover the meaning of your life.

"I am favored by the Goddess. I am a priestess, a leader wise in the ways of magical power. I know how to say the prayers and perform the sacrifices which please the Goddess so that she gives me Her own power. I am a vessel filled with Her magic, ready to use it for Her glory. If you worship the Goddess I will teach you how to become one with Her. Then you will be able to call a portion of her power to earth to do your bidding.

"Other deities exist, and some are friendly to our Goddess. As with all of creation, the creatures which live in harmony with our Goddess are good, and benefit from the contact. Those who do not are

neutral, careless, or weak. Yet other deities exist, the Bad Gods. The Bad Gods and those who are neutral, careless, or weak and suffer from their ignorance of the ways of good, despite their sometimes immense power and misguided popularity.

"Sorcerers are selfish magic users who have no moral values and no respect for life.

"Spirits are the followers of deities who do not conform to the harmony of our Goddess and have thus lost the path to eternal fulfillment. Many such lost spirits are neutral and insignificant, wandering aimlessly about the spirit plane. Others are truly evil, damned by the Goddess for all time.

"Shamans capture lost neutral and evil spirits to do their bidding. Shamans can no longer hear the song of the Goddess, and the spirits of shamans' become lost at death."

The Sorcerer's Answers

"The creation of the world resulted from natural, organic growth, self-generated from prehistoric interactions of mystical forces. Those interactions still continue, resulting in the daily world that we recognize as the mundane plane.

"Our species is the penultimate form of existence, risen from the raw material of creation through a process guided by natural laws and impersonal forces.

"Death is a natural process of the mundane world. Everything changes its form and matter through participation in the life process. All living things die.

"After we die, only the weak-willed among us face oblivion. Those enlightened ones, who learn to understand and master their place in the world, will be able to maintain their life indefinitely without fear of disease or death. Powerful sorcerers can even retain their identity after physical death, despite the spirit plane and jealous gods.

"If you die, the natural matter of the body decomposes to fertilize the growth of new things, fulfilling one of the normal physical cycles of the world. The magical matter of the spirit decomposes after death to fertilize the normal magical cycles of the world. You can understand and master these natural cycles through observation and study of natural processes. This study takes years of work.

"It is possible for a person to break the restrictions of mortal life on the mundane plane through rigorous self-discipline and constant study. We are here to master ourselves, to master our environment, and to help others master themselves.

"I am a sorcerer, wise and experienced in the physical laws of the world and in the ways of magic. I have learned and developed my skills myself and I depend on no one else to make them work. If you study with me I will teach you how to use your innate power to manipulate the natural laws of the world to your own ends, making the world your slave.

"The gods are great and powerful creatures of a bygone age who enslaved the minds and souls of weak mortal peoples before history began. They are dangerous, for they wish to take from mankind and return only what they wish. Each god is limited in knowledge and, therefore, has weak, vulnerable places.

"Priests or priestesses are the leading slaves of the various gods. Worshipers are the pawns of the gods and the lackeys of the priesthood.

"Spirits are a lowly, mindless form of life incapable of independent action, identity, or individuality. Spirits are usually unimportant to a sorcerer, though an individual spirit's power may grow to become great and dangerous. A shaman is one who doesn't fully understand his powers, and is therefore misled to follow spirits rather than striving to master them as we can."

The Planes

The universe contains many planes. A plane is a level, portion, or dimension of the total reality. Each plane is discreet, with well-defined borders. Creatures live on the various planes, but rarely travel from one plane to another. A creature on one plane ordinarily cannot interact with a creature on another (see, however, the shaman rules). Mythologies speak of many planes. Planes other than the mundane are collectively called the otherworld or the invisible world.

The Mundane Plane

Mortal intelligence and experience occur on the mundane (or physical) plane. *RuneQuest* adventurers live and adventure on the mundane plane and normally have little or no contact with other planes. A priest's, shaman's, or sorcerer's life borders on the invisible world.

The Spirit Plane

This is the place of disembodied spirits. It is where the dead go and where nature's spirits sleep in winter. In this shapeless, dreamlike place where threatening things seem to materialize out of the ether and mist. The spirit plane is contiguous with (but invisible to) every point of the mundane plane.

God Plane

This is the home of the gods, also called the hero plane. It resembles the mundane plane, but it is in every way more dangerous and extraordinary, whether in beauty, in horror, or in love. This world of extremes is the place where priests and initiates go after death.

On this plane are great pools of creative material from which were made the primal oceans, ancient mountains, first skies, and so on of the mundane world. From these pools come elementals.

Otherworld Creatures

The living things with which we are familiar are natually corporate, having a physical body. And in the mundane world everything which we know has substance.

Discorporate things include all types of spirits (disease, healing, magic, INT, spell, emotion), ghosts, wraiths, the Bad Man, demons, nymphs, and elementals. A creature is discorporate when it lacks SIZ. Many otherworld creatures form temporary bodies, such as a ghost which regularly appears, or a

nymph which turns visible and substantial when needed or desired. Most spirits remain permanently discorporate.

When a discorporate creature is on the spirit plane, it is normally incapable of interacting with the mundane plane, for there is no natural communication or travel between the two. On the spirit plane, spirits can interact only with things which they can perceive on their own plane, just as mundane creatures interact only with other mundane plane creatures.

But a spirit may know special spells or possess special abilities, useful for casting spells, initiating spirit combat, or communicating with the mundane plane. Most spirits naturally have the ability to form a shimmery appearance on the mundane plane. These beings may be sent back to the spirit plane using the Dispel, Dismiss or Neutralize magic spells.

Common Magical Procedures and Concepts

The following section establishes ideas and procedures common to all the magical approaches in *RuneQuest*.

Spirit Combat

Spirit combat occurs only when one or both combatants are discorporate (even though they may be visible). It is used to learn spells (from certain types of spirits), to destroy magic points and possibly to possess or capture the victim, or to engage in other types of hostile activities (usually to covertly do damage or possess).

Spirits ordinarily do not engage in spirit combat with living creatures. It is against their nature to do so; many otherworld creatures are incapable of initiating spirit combat. The shaman in his discorporate form is the only exception to this, as covered in the Spirit Magic chapter.

Before spirit combat can occur, even in extraordinary or supernatural conditions, one combatant must be discorporate and have the ability to engage in spirit combat. Only the discorporate spirit can initiate spirit combat. If attacking a mundane creature, the attacker must make itself visible on the mundane plane at least one full melee round before attacking. If both combatants are on the spirit plane, then the attacker does not suffer the one melee round delay.

Once initiated, spirit combat cannot be disengaged until both parties agree to do so, or until one of the parties has no chance of success on the resistance table. (This occurs if one spirit, wraith, etc., has 10 magic points more than its opponent.) In such a case the greater power may ignore the lesser completely, or engage it, as desired. The lesser party has no such choice.

Spirit Combat Procedure

The attacker matches his magic points against the defender's magic points or appropriate characteristic. Both make a roll on the resistance table.

If both succeed, both lose 1D3 magic points. If only one succeeds, the other loses 1D3 magic points. If neither succeeds, no result occurs that melee round.

If the magic points of an embodied spirit (a spirit which is linked to a physical body) ever equal zero, then the body is open to possession. If the magic points of a disembodied spirit (a spirit which is unlinked to a physical body) ever reach zero, then it will be open to capture or binding. Spirits do not fall unconscious due to loss of magic points. They become very susceptible to spells.

Weapons cannot be used to combat attacking spirits even if the weapons have weapon-enhancing magic cast upon them. An adventurer caught in spirit combat can cast spells if his player succeeds in making a concentration roll. Spells affecting INT or POW are effective against most kinds of spirits.

Cormac's Saga

In the wilderness, Cormac, Signy, and Nikolos spy an abandoned farmhouse a kilometer distant. Their only care is for a roof to guard against the impending storm.

While Signy and Nikolos search outside, making sure that this haven is secure, Cormac enters the ruined farmhouse, apparently attacked and burned by a band of marauding broos. Unbeknownst to Cormac, the nasty broos bound a spirit of disease to the skull of one of their victims, and the spirit now haunts the charred rubble. The spirit, unseen in the darkness, attacks as Cormac enters.

A wasting disease spirit must use its magic points to overcome Cormac's STR of 17. Cormac must use his 12 magic points to attack the spirit's 15. The spirit, then, has a 40% chance of succeeding in its attack, and Cormac has a 35% chance of succeeding, as the resistance table indicates.

If the spirit wins a round of combat, Cormac loses magic points. If Cormac wins, the spirit loses magic points. These losses may affect the combatants' chances of success. The combat will continue until either the spirit flees or until Cormac loses all of his magic points.

In the first melee round the gamemaster rolls a 22 on his percentile dice, and Cormac's player rolls a 40—the spirit is successful and Cormac is not. The gamemaster rolls a 1D3 with a result of 2. This is the number of magic points that Cormac loses in that round of combat. Cormac's player must mark 2 points off of his character's magic point tally. The spirit has the same percentage chance of affecting Cormac (since it was his magic point tally, not STR that was lowered), while Cormac lost ground. He now has only a 25% chance of affecting the spirit. Things look grim.

The next round the gamemaster rolls the percentile dice very well with an 04 result. Poor Cormac's player groans in dismay—he has fumbled his roll with a 00. Cormac loses 3 magic points this time and his magic point total is now down to 7. In addition, the gamemaster rules that (due to the rain and the dark and Cormac's fumbled roll) the Pict wrenches his left ankle for 1D3 damage by tripping over some wreckage. Cormac falls to the ground in a clatter. Cormac's player marks off 2 points (the 1D3 result) both from Cormac's left leg hit points and his total hit points.

In the third round, the spirit still has a 40% chance to affect Cormac. Struggling Cormac, on the other hand, has only a 10% chance of affecting the spirit. The percentile dice results are Spirit 39 and Cormac 08. Cormac causes the spirit to lose 2 magic points and the spirit causes him to lose 3. The spirit's current magic points stand at 13 while Cormac has only 4 magic points left.

Continuing its streak of luck, the spirit succeeds in lowering Cormac's magic points to 0 in two more melee rounds, while Cormac doen't hurt the spirit at all. The next round the Disease spirit has a 100% chance of covertly possessing (described below) Cormac while Cormac can do nothing to hurt the spirit.

In all, this combat took 6 melee rounds (slightly over a minute). At its end, Cormac is lying on the floor unconscious. He immediately loses one point of current STR, and will lose an additional point of current strength every day until he is freed of the spirit or is dead.

Signy and Nikolos hear the racket of Cormac's fall, but are too late to aid him. They spend a cold, lonely night caring for their dying friend. To save Cormac, he must be exorcised by a shaman or receive the benefit of a successful attack by a healing spirit upon the spirit of disease.

Possession

When an otherworld creature inhabits the body of a mundane plane being, that being is possessed. There are two kinds of possession.

Dominant Possession: In this form, the identity (the INT and POW) of the original owner is suppressed by the possessor and imprisoned within the body beyond normal reach, communication, or action. The possessed cannot regain magic points or heal the body. The possessor controls the body. While it controls the body, it normally has only beginning percentage chances in skills. Examples of dominant possession include demonic possession, insanity, the Bad Man of the Shamanic initiation, and others.

If magically viewed, the aura of a possessed being has the shape of the possessor's natural aura. The entrapped soul will be visible as an ugly smudge within the aura of the possessor.

Dominant possession can occur when a creature's magic points are reduced to zero during spirit combat.

Covert Possession: The possessing creature exerts no influence upon the actions or consciousness of the natural owner of the body, but shares the physical form. Examples include disease spirits, sendings, emotional spirits, and hauntings (including bad memories and dreams).

If magically viewed, the aura of a being suffering covert possession appears cloudy where the two spirits overlap.

Covert possession occurs when a spirit attacks a characteristic, not magic points. Requirements for success vary with the type of spirit. The possessed person cannot expel the possessor once magic points have returned to normal. The possessor can only be exorcised by another spirit.

Curses

In much of fantasy literature, a curse visits revenge upon a hated enemy. In *RuneQuest*, a curse is defined as the malicious sending of an otherworld creature or of a long-duration spell to attack and discomfort a target. Treat curses as variants of the two types of possession.

Magic Points Summary

Magic points represent the quantity of life force which an adventurer can use to cast magic. One magic point is the smallest amount which can be used; there is no particular maximum, but a rested adventurer's magic points are of the same number as his POW. A magic point which powers a spell is used up, and additional or replacement magic points must be used to power more spells. As magic points are spent, the player must mark them off from his character's magic point tally. Magic points can be expended by casting a spell or in worship (used by priests and initiates), or in spirit combat. When an adventurer's magic points reach zero, he will fall unconscious. Magic points can never be less than zero.

An adventurer's magic points are also used to resist spells cast at him. A target will always resist a spell unless that target voluntarily accepts the spell. To find out if a spell was successfully cast against a resisting target, compare on the resistance table the amount of the caster's current magic points just before the casting against the target's current magic points.

Magic points are automatically regained at a rate equal to the adventurer's POW every day, or 1/24th of the adventurer's current POW per hour. The magic points regained can never exceed the adventurer's POW, though an adventurer may by other means have an amount of magic points greater than his POW.

Other notes about magic points and their use are detailed in subsequent magic chapters.

Spells

Though these rules present three approaches to magic, the spells of each system have nearly all qualities in common. Any exceptions or additions will be described in the appropriate chapter.

Terminology

Intensity: A measure of the strength of a spell. Each spell description details the minimum effect that a spell can have and the minimum number of magic points that the caster must provide to achieve that effect. A minimum-effect spell is also referred to as a minimum-intensity spell.

Ritual: A framework of motion, invocation, and power expenditure created by a magician to establish the conditions necessary for summoning, enchanting, or enhancing the skill with which spells are cast. Rituals are notably time-consuming and/or power-consuming to construct.

Spell: Casting a spell combines the use of arcane sounds and phrases, subtle gesture, and the knowledgeable expenditure of magic points in order to predictably change the magician's environment by other than mundane means. Each magic system requires slightly different procedures for casting spells.

Total Magic Points: A term describing the full number of magic points which the caster of a spell must provide to fulfill the caster's statement of intent. For sorcerers, total magic points equal the intensity of the spell plus extra magic points used to boost the spell plus manipulation costs. For priests, total magic

points are not as important, being required only of priests for certain spells, or when a priest wishes to boost his divine spell to try to overcome defensive magic. Total magic points for spirit magicians equal one per point of spell plus the magic points used to boost the spell.

Types of Spells

The spell type describes requirements that must be met by the magician in order for the spell to be cast.

Active Spell: Only sorcerery and shamans, have active spells. Such spells require the concentration of the caster to remain in effect for their full duration. If the caster tries to throw another spell, is attacked in spirit combat, takes physical or magical damage, or has something unexpected happen to him, then he must make a concentration roll (INT ×3 as a percentage) or the effects of the spell cease and the spell must be recast for the effect to again apply. Spell casters trying to maintain an active spell are limited to a movement rate of one-half meter per strike rank and they can do no fighting.

Passive Spell: Most spells are passive. Once such a spell takes effect on a target, the caster need not concentrate on it further, and may proceed to perform other actions which include the casting of other spells.

Ritual Spell: Such a spell can only be used during a ritual (see the Ritual Magic chapter) and can not be cast at any other time. These spells direct and define the ritual. The description of a ritual spell specifies the type of ritual with which the spell must be used, and a specific spell will not work in any other type of ritual. The magician's skill at casting these spells is always equal to his percentage in the specified ritual, and his spell skill increases only as the magician's ritual percentage increases. Ritual spells are learned in the same manner as other spells.

Stackable/Nonstackable Spell: All divine magic spells have an initial point cost. Sacrificing this cost in current POW yields one casting of the spell. It is likely that a priest will learn several castings of a spell. If a spell is stackable, then these several spell-uses can be combined to create greater effects. Some spells have limits to their stacking, given in the spell description. If a spell is nonstackable then several castings cannot be combined.

Variable/Nonvariable Spell: Variable spells can be learned and cast at several intensities. If there is a limit to the strength of a spell, that limit will be included in the spell description. An adventurer could learn a low intensity spell (Protection 1, for example) and later learn more powerful versions of the spell (Protection 2 or 3). An adventurer can know a powerful variable spell and cast a weaker version of that spell.

Cormac's Saga *Our young initiate, Signy, has learned the variable cult spirit spell of Healing 4, and she is going to attempt to use some of her Healing magic to help Cormac. Since, in the fight with the spirit of disease, Cormac hurt his leg for only 2 points of damage, Signy uses only 2 points of her spell. She expends 2 magic points (which her player marks off of her magic point tally), and fixes Cormac's twisted ankle if her player makes a percentile dice roll less than or equal to Signy's POW ×5 (minus her worn ENC). The player's roll of 44 succeeds.*

Nonvariable spells have a specific, unchanging magic point cost. They cannot be learned or cast at any intensity other than that given in the spell description.

Spell Effects

Spells are always cast at an area or thing. Part of each spell's description details its target area—the boundary of the area affected when the spell casting is completed. Anything within this area will be affected by the spell's effects. Some spells will affect single individuals only, as stated in the description.

The sensory effects of a spell, the visual and aural effects of a spell, depend on the universe in which the *RuneQuest* game is played. We have not listed sensory effects for each spell, but gamemasters may want to create standards, such as blasts of energy bursting forth from the hands of the magician, shimmering force fields, glowing enchanted weapons, and so forth.

Spell Ranges

The distance from the caster within which the effects of the spell may occur is its range. All target(s) of the spell must be within this area or the spell will not affect them. Some spells have both a casting range and an area of effect. Each spell description contains an indication of the casting range of the spell. The spell's area of effect is always contained within the body text of the spell description. The area-effect must lie wholly within the casting range of a spell. There are two kinds of spell ranges.

Touch Spell: These spells only affect the person or thing which is physically touched by the caster of the spell. Touch spells require that the caster touch the location to be affected. This does not require skin-to-skin contact, for the energies of the magic will pass through the fabric and metal of clothes and armor, but it must be close enough to affect the aura of the target. The caster of the spell must be in such physical contact with the target for the entire duration of the casting. A spell caster is always assumed to be in physical contact with himself.

Ranged Spell: Ranged spells have a maximum casting distance described in meters. These spells may be cast at any point within this distance which the caster can physically or magically see. Each of the magic systems describes a standard range for its spells, and each, of course, does have exceptions. All exceptions are noted in the spell description.

Spell Durations

The effects of a spell last for a specific amount of time.

Instant Spell: Instant spells last one strike rank. The spirit magic spell Heal is of this type. The effects of a Heal spell, for example, if cast on SR 4 would be completed on SR5. Once the Healing spell has taken effect the results cannot be dispelled.

Temporal Spell: Temporal spells are effective for a definite span of time given in the specific magic chapter and are then over.

Spells and Memory

Each spirit magic spell or sorcerous spell requires that a certain amount of points of INT be allotted to memorize it. Only by memorization of such spells can they be cast without aid. Importantly, only divine spells do not require INT to be memorized.

Memorizing Spells: Each spell of spirit magic or of sorcerous magic requires that one point of INT be allotted to memorize (correctly commit) each magic point required to cast the spell. (Example: a shaman must devote 4 points of his current INT to memorize a variable Protection 4 spell.) Every sorcery spell requires one point of INT to memorize. In either case, the maximum magic-points-worth of spells memorizable by one adventurer is equal to his current INT. Once an adventurer has memorized his spells, he can cast and recast them until he runs out of magic points.

Changing Memorized Spells: Since a spirit-magic user or a sorcerous-magic user is limited by the points of his INT to the number of spells that he can learn, if he has used his entire INT to remember spells, and he wants to learn another spell, he must forget enough other magic to make room for his new knowledge. By definition, he no longer remembers that information and training. Once an adventurer has forgotten a spell, he must then undergo the entire training process again to regain that knowledge. All spells can be intentionally forgotten at the rate of one hour per point.

Free INT: Free INT are those points of INT not allotted to memorize spells, and is important only to sorcerers.

Readiness: A spell caster can be ready to cast or can be surprised. A surprised spell caster must add three strike ranks to the time it will cost him to cast his first spell after being surprised. In the melee round following the surprise, he will be able to cast a spell normally without the surprise penalty.

Ability to Cast a Spell: The ability to cast a spell varies with the type of magic that a magician user practices. A spirit-magic user has a percentage ability to cast spells equal to his or her POW ×5. A divine-magic user has a 100% chance that his or her spells will work correctly. A sorcerer's casting chance for simple, unmanipulated spells equals his magic bonus plus any experience he may have gained with the spell. (Remember that a roll of 96-99 is always a failure, and that a 00 result is always a fumble.)

An adventurer suffers a cumulative penalty to his or her casting ability if encumbered by equipment. For each point of ENC carried, subtract one percentile from the adventurer's spellcasting percentages.

Success or Failure: Regardless of result, spirit or sorcerous spells require that a minimum of one magic point must be expended by the caster.

Spell Boosting: When it is cast, additional magic points can be added to any spell in order to help it overcome defensive magic. Doing this increases the time needed to cast the spell, even for divine magic.

Aborting a Spell: Spirit-magic users and sorcerers can voluntarily halt the casting of a spell at any time prior to casting; a spell as well can be involuntarily aborted by loss of concentration from damage taken. The spell caster loses the time already spent in casting the spell. He must wait three strike ranks before he can begin casting another spell.

Combined Spells: One adventurer cannot combine a spell with that of another adventurer. If one adventurer casts a spell on a target which is under the influence of another, incompatible spell, then the spell with the greater magic points takes effect and the other is dispelled. If the competing spells are equal, then the one first in existence remains. If they take effect on the same strike rank, and both spells are of equal strength, then both spells fail.

Strength of Magic: Find the strength of spirit and sorcery spells by totaling the number of magic points needed to cast the spell. The magic point strength equivalent for divine magic is found by doubling the point value of the divine spell and adding one for each magic point used, if any.

Spell Casting During Melee

An adventurer casting spells during a melee round uses the standard strike rank procedure as described in the Game system chapter of the Players book. The intent of a character to cast a spell and the spell's target must be declared during Statement of Intent. To determine the strike rank in which a spell takes effect add the spell cost in magic points plus the readiness of the spell caster plus the strike rank of the caster. The result is the number of strike ranks that it will take the caster to loose the spell. This is summarized on the Spell Strike Rank Table, below. Divine spells add no spell cost unless magic points are included in the casting.

Spell casting does not count as one of the three permissible actions during a melee round. An adventurer can attack, parry, or dodge (two of the three) and can cast spells as long as he has sufficient strike ranks in the melee round. A caster must concentrate during the entirety of the casting procedure and he may cast spells during spirit combat or while taking damage if he makes his concentration roll (INT ×3).

If the strike rank of the spell is greater than 10, then it will take more than one melee round to cast the spell. A spell requiring 16 strike ranks will take effect on strike rank 6 of the melee round after casting was initiated (providing that the casting began on strike rank 1). A 25-point spell requires 2.5 melee rounds to cast.

More than one spell can be cast during a melee round if the adventurer is sufficiently dexterous. A magic user must spend 3 strike ranks, during which he can do nothing else, to prepare himself to cast another spell.

Spell Strike Rank Table

DEX of Caster	*Strike Rank*	*Total magic pts.*	*+Strike Rank*
01-09	4	1	1
10-15	3	2	2
16-19	2	3	3
20+	1	each +1	+1

Readiness: ready = no change; surprised = add 3.

Spirit Magic

This is the most widely used type of magic, and is the easiest to use during game play. An adventurer's skill at casting spirit spells depends on his POW characteristic.

In rules terms, spirit magic is the simplest of the approaches to magic presented in *RuneQuest*. It also has the least powerful spells. Spirit magic is cast quickly, and compared to other types of magic it is less likely to take effect. The spells which do take effect are comparatively short-lived. But such magic is easily and quickly learned, and comparatively inexpensive in time, effort, and price. Beginning *RuneQuest* players may want to play characters who know spirit-magic spells before they play divine priests or sorcerers.

Spirit magic is, in many ways, a quick mustering of life force to perform a task. Imagine it as a controlled adrenalin rush, directed to the job at hand.

Casting a spirit-magic spell requires a focus upon which to concentrate, spoken words, and some type of formal body movement (usually a hand gesture). Thus it is possible to stop a shaman from casting magic by depriving him of his focus, his voice, or his free movement. The permanent loss of an arm halves a spirit-magic user's chance for successful spell-casting unless and until the spells which were known are relearned after the limb was lost; loss of both arms halves and then halves the chance again.

Contact with the spirit plane is an important part of spirit magic.

Shamans are people who concentrate on spirit magic. They are most prevalent where the more organized priesthoods and the more sophisticated sorcerers are absent.

What is a Shaman?

People who commonly use spirit magic are called spirit-magic users. The specialist who deeply commits himself to the magic is called a shaman. A shaman has special powers which ordinary mortals cannot hope to match. His extraordinary abilities are gained because he has awakened his fetch, the spirit plane counterpart of himself.

A shaman fully engages himself in spiritual work, surviving on the payments which others make to him. With only himself to rely on, his great responsibility is to tend to the spiritual protection and knowledge of his kinsmen and tribesmen. He is the keeper of ritual and spirit magics, and acts as the enchanter and summoner as well.

People who know some spirit magic but do not have a fetch are commonly said to know witchcraft, medicine or folk magic.

Becoming a Shaman

The path of the shaman is not for most adventurers. It is arduous and dangerous, and its rewards are spiritual and communal. Great shamans are, however, among the most powerful of mortals. Before becoming a shaman, most must first be students and assistants.

The Student

The first step in becoming a shaman is to become a student. A student is anyone who studies under a shaman to learn a little of his magic. The relationship is informal, and does not imply any long-term bond. The student ordinarily learns a few spells to help in his daily life, and the shaman thereby fulfills some of his obligations to the community by aiding others with his magic.

The requirements to become a student of a shaman vary by whether or not the applicant is a member of the shaman's tribe.

The Tribesman Applicant

The community feeds the shaman, makes him rich, and honors him. In return he sees to their spiritual needs, health, and luck. In part he is responsible for teaching magic to his people. To learn a spell, the tribesman applies to the shaman. A village or tribal elder may put in a good word. A present of suitable generosity also must be given: traditionally one with value of 100 pennies per point of spell taught. The cost of one spell point therefore equals slightly more than three weeks income for a common laborer. A gift of greater value will be gratefully accepted, though

the giver probably will not thereby increase the shaman's favor. Of course, if the shaman is extremely busy there may be a wait determined by the gamemaster before instruction can begin.

The shaman reviews what he knows of the applicant. If the adventurer's player makes a D100 roll equal to or less than the applicant's POW ×5, the shaman will believe that the applicant has behaved according to the customs of the tribe and that his work has benefitted his community and family. If the learning goes well, the applicant will receive the spell. See the section, Learning Spells, below. If the percentile dice roll is unsuccessful, the tribesman must wait another season before requesting to be taught again. If the roll was a fumble then the applicant must wait for a year.

Applicants Who Are Strangers

A stranger never has more than a 50% chance to learn a spell from a shaman. The shaman, after all, is mostly responsible to the tribal community, not to any civilized notion of professionalism or profit. Strangers who wish to try to learn a spell from a shaman must first make his acquaintance. This is done by seeking him out, presenting a gift worth a minimum of 500 pennies per spell point desired, and then spending time in the area ingratiating himself to the tribespeople through acts of friendship, kindness, and protection. In general, the more gifts distributed, the better the stranger's chances. At the gamemaster's discretion, the shaman may require a gift worth 10 weeks of what the shaman thinks the stranger's income is, if that amount is larger than the traditional gift.

Cormac battles a Wasting Disease spirit. Cormac must overcome the spirit's magic points with his own while the spirit must overcome Cormac's STR.

The minimum amount of time needed to befriend a shaman in a village is 2D6+2 weeks. He may eventually refuse to teach altogether for some mystical reason, keeping the gifts. He may ask some task be done to prove intent.

Once befriended, the shaman will remain friendly as long as the stranger-student obeys the ways of the tribe and works toward the tribe's benefit. The shaman will require only 250 pennies per spell point from familiar outsiders who wish to learn spells, plus a wait of 3D6 weeks while the shaman travels the otherworld to capture the appropriate spell spirit.

Duties and Restrictions

All students are instructed in the proper and responsible use of spirit-magic spells, and all students are considered to be tribesmen for the duration of training. Every member should work toward the common good of the tribe and accord his fellows due respect. Malicious use of magic generally results in midnight visitations by the angry shaman's spirit or, in extreme cases, the sending of pain or disease spirits.

Cormac's Saga

For three days Nikolos and Signy searched for someone who could rid Cormac of the spirit that possessed him. Cormac was desperately ill, and had lost 4 points of Strength so far. They followed rumors of a wild man, Baobon, who lived in the hills. Forlorn in the freezing rain, they chanced upon a remote cave that may once have been the entrance to an ancient burial mound. Inside they found relief from the downpour and a brightly-beckoning fire. Tending the blaze was a man, naked; his body patterned with tattoos—the shaman Baobon.

Signy and Nikolos pleaded with Baobon to save their friend and promised him much for his help. He agreed, but only after studying both of them for an uncomfortably long time. He said that he would state his payment once his work was done. Cormac would remain with him for a time afterward.

They spent the next day moving poor Cormac. That night, Signy and Nikolos swore that the shaman had died, so still was he. Yet the shimmering image of a dangerous cobra hovered over the body and kept them away.

The next day, Cormac's moans woke his friends. Baobon was gone, but had left behind pots of a honey liquor and some smoked meats. Signy and Nikolos fed and cared for a rapidly recovering, but still weakened, Cormac. That night Baobon return to state his payment: Cormac would remain with him, to serve him and study. "You have a strong spirit, and I have need of a strong spirit to aid in my work. If they want you to remain healthy and alive, your friends must remain too."

That was his only explanation before he again disappeared into the night.

Becoming an Assistant Shaman

To become an assistant, an adventurer must approach a shaman he knows and ask to be accepted. He must give a gift equal to those he gives when he learned a spell as a student. He will be interviewed by the shaman to see if he has the necessary knowledge. If he does, the shaman will then ask his fetch if the time is propitious to train another assistant. If the fetch agrees, then the new assistant is accepted.

Acceptance

An applicant must be at least 25% in the skills of Ceremony, Animal Lore, Plant Lore, World Lore, and First Aid. His player must make a roll equal to POW ×1 or less on D100, which represents the fetch's approval.

Duties, Restrictions, and Benefits

An assistant will live with, work for, and aid his shaman in every way. In return he will be taught the way of the shaman. An assistant's time is not his own; most shamans have only two to four assistants and have no room for sluggards, backsliders, or disloyal followers. An assistant must spend 90% of his time with his shaman. In return the assistant may add 5 percentiles per year in Summon, 3 percentiles in Ceremony, and 2 percentiles in Enchant. He also receives 1 free spell point of spirit magic per year and an automatic 1-point increase in POW at the end of every three years. There are additional mundane benefits, found in the Creating an Adventurer chapter of the Player's book.

Cormac's Saga

For the next two years, Cormac worked and studied hard, for he owed his life to Baobon. Never the quickest study, Cormac nonetheless became utterly enthralled with his understandings. Signy and Nikolos were pleased that their friend had discovered this part of himself, for Cormac's struggle with the spirit of disease had cost him badly. His lost Strength never returned, and the Pict became severely depressed when he realized that he would never again be the fighter he once was. But his depression faded as his learning grew. After two years Baobon took Cormac as an assistant.

On Terra, a year is composed of 52 weeks. Since 90% of Cormac's time is now Baobon's, during those 47 weeks Cormac will receive the increases to his ritual skills, and he will also receive 1 point of spirit magic. The rest of the time is spent performing mundane duties. In the other five weeks of the year, Cormac can do as he wishes (training, adventuring, etc.)

Becoming a Shaman

A fetch is a portion of a person's soul which can be awakened. It can be brought to living consciousness (awakened) through certain trials, rituals, and activities which are very dangerous. Though everyone has a fetch, very few wake them. Once awakened it can never be put to sleep or separated from the shaman. It provides a shaman with distinct powers and vulnerabilities, for the awakened fetch enters the spirit plane. In a profound sense, a shaman lives in the physical world and the spirit world at the same time. Both worlds impinge on him, and he must fight distraction.

A fetch can never be Dispelled, Dismissed, or Neutralized, and it can never be awakened accidentally.

Acceptance

To become a shaman, the assistant must awaken his fetch. He must go to a holy place and enter into a mystical quest, fasting and praying to the Great Spirit to awaken the powers within him. He remains on his quest for 1D6+1 days. At its conclusion the Horned Man, the First Shaman, will appear: he will tell the assistant that it is time to go, and will escort him along the path to shamanhood. Along the path the quester performs a special ceremony which always includes three stages.

The Sacrifice: A number of points of POW are sacrificed to the future fetch. These points are permanently taken from the current POW of the quester, and a corresponding number of magic points are also deducted. There is no minimum that must be sacrificed, but a fetch with only 1 or 2 points of POW is easily destroyed if it ever must combat attacking spirits. If the assistant safely completes his journey then this will be the beginning POW of the fetch. If the assistant fails or dies, then these points are lost for good.

Awakening the Fetch: A successful Summon Spirit skill roll must be made. This can be augmented by Ceremony. If the roll is successful, then the fetch is awakened into consciousness. Its POW is the POW sacrificed to it. The process also awakens an INT of 3D6. As explained below, the fetch will add its POW to the shaman's as additional defense against the Bad Man attack. If the roll is a failure, the sacrificed POW is lost and no fetch awakens.

The Fight with the Bad Man: Spirit combat with the Bad Man occurs at the journey's end. This spirit has a POW of 35, and will spirit combat any quester with a fetch for 2D6 rounds (see the Introduction to Magic chapter for spirit combat procedures). Questers without a fetch will be fought until the Bad Man is destroyed, or until the living person is possessed. The Bad Man will not attack the Horned Man, nor will the Horned Man defend the new shaman.

Disadvantages of Becoming a Shaman

A shaman must spend 90% of his time performing the normal daily duties of his position. Sometimes these duties require adventures appropriate to *RuneQuest* play. However, most of his time is spent chanting, praying, teaching spells, and seeking spirits.

Because his awakened fetch naturally lives on the spirit plane, a shaman is always visible on both the mundane and spirit planes. Hence he is constantly in danger of invisible attacks by marauding otherworld creatures which can attack him on the spirit plane without becoming visible on the mundane plane. The percentile chance of this happening during any 24 hours is equal to the total POW of the shaman and his fetch. Use the Spirit Plane Encounter Tables (especially the Frontier Region) to determine the specific type of attacking creature.

Some categories of a shaman's skills are limited to a maximum level. Weapon skills cannot be raised above the shaman's DEX ×3 or his current ability, whichever is higher — a shaman has little use for weapons. Agility skills cannot be raised above the shaman's current ability or his DEX ×5, whichever is higher, because his daily duties restrict him from engaging in exercise for these skills. His perception skills cannot be raised above the shaman's current ability or his INT ×3, whichever is higher, because the attention he must pay to the spirit plane distracts even an experienced shaman. His communication and stealth skills are not limited.

Benefits of Becoming a Shaman

The Fetch: When magically attacked, the shaman uses both his own and his fetch's magic points to resist spells and spirits. (However, when attacking, a shaman uses only his own personal magic points, not the fetch's. Furthermore, a discorporate shaman does not use his fetch's magic points for defense.)

The POW of a fetch allows it to maintain permanent contact with spirits on the spirit plane—the shaman's familiars, allies, and friends who aid his magical tasks. The number of spirits is unimportant. The quantity of their total magic points however, cannot be greater than the POW of the fetch. A fetch with a POW of 18 might capture one 18-point spirit, or it might for example take one 4-point, two 2-point, one 5-point, one 3-point, and two 1-point spirits. The fetch must maintain enough magic points to keep these captured spirits, at a ratio of 1 magic point to 1 point of captured spirits' POW. If the magic points are used by the shaman, the spirits will depart, always beginning with the largest ones first, and weakest ones last. A fetch reduced to zero magic points does not die or disappear.

Mind Expansion: A shaman gains use of increased INT when he awakens his fetch. This is the fetch's awakened INT of 3D6. This is an extension of the shaman's own INT and can be used to remember spells, but does not affect his reasoning powers or natural intelligence.

Discorporation: Sometimes a portion of the shaman's spirit leaves his body and wanders deep into the spirit plane. During that time the shaman's fetch is left to guard the sleeping body. The fetch cannot manifest if the shaman is not discorporate. When manifested on the mundane plane, the fetch will usually appear as an animal significant to the shaman. The resulting transparent form cannot be Dispelled, Dismissed, or Neutralized.

To discorporate, a shaman must expend a minimum of 5 magic points during a Ceremony ritual that requires one hour to complete. His chance of success is equal to his Ceremony skill percentage. If he is successful, the shaman causes a portion of his spirit to temporarily leave his body and enter the spirit plane for one hour. Every additional magic point spent during the ceremony increase the time that the shaman can remain discorporate by an hour. This is not so much a spell as magical ability — the discorporation process cannot be Dispelled.

When the shaman discorporates, his fetch forms on the mundane plane and protects the body awaiting the recoalescence of the spirit. The fetch can cast any spell available to the corporate shaman, but it cannot move or activate the shaman's body. It is in Mindspeech with the portion of the shaman's spirit on the spirit plane, as well. When discorporate, the shaman cannot use the fetch's magic points to defend or attack, though he can use the fetch's magic points to fuel spells.

If the discorporate shaman wishes to interact with creatures on the mundane plane, as shamans often do if they wish to engage in spirit combat in *RuneQuest* melees, then they must use the Visibility spirit spell.

Second POW: When he gains in POW, a shaman may give any new POW to his fetch. This increases the fetch's POW. This second POW regenerates magic points independently of, but at the same rate as, the shaman.

Second Sight: With this ability a shaman can see the auras of living things, as if using the Second Sight spell. No expenditure of magic points is required, only concentration.

Exorcism: By means of Second Sight, a shaman can see possessing spirits. Then, using the proper spirit (healing spirits against disease spirits, etc.), or by discorporating himself, the shaman engages the spirit in spirit combat. If the shaman wins the combat, he can drive the hostile spirit away, freeing the body of possession.

Captured Spirits

Spirits are automatically captured when a shaman battles it in spirit combat; reduces its magic points to zero; has a fetch with sufficient POW to maintain control of the spirit; and orders his fetch to do so. Control type spells are not required. They always remain captured without protest until discharged, unless the magic points of the fetch are reduced sufficiently to allow a captured spirit to flee. A captured spirit will perform one deed appropriate to the spirit, after which it must be freed. This is the only way that a shaman can use most of these spirits. Thus a spell spirit will teach or cast its spell, but it will not attack someone to possess him.

Leaving a Shaman

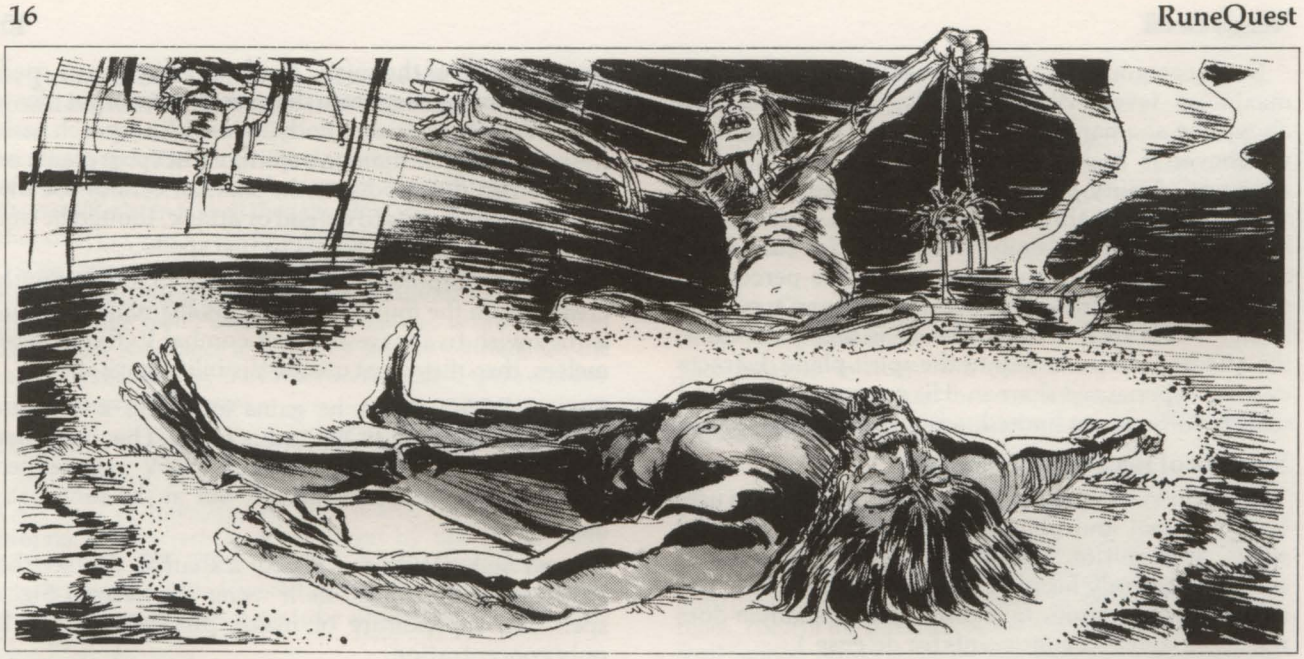
A shaman cannot force a student to excel in his studies, or even to continue to learn spirit magic. Many times, the shaman himself will deem a particular student unfit for further training and study.

Usually the parting of student and teacher is friendly. Either the student or the shaman decides that the relationship must end and, if there is no rancor or malice in the decision, then the shaman wishes good luck to his student and welcomes him back in the future.

Sometimes a shaman and a student part worst enemies, usually because the student committed a grave crime against tribe or teacher. A shaman's wrath can be terrible, and fill the miscreant's life with howling spirits, wraiths, pain, and combat.

Cormac's Saga

After five years, Cormac has learned much of the ways of a shaman and has greatly broadened his perceptions of the world. He also learned that, though he is still weak from the



Cormac lost to the Wasting Disease spirit, was possessed by it and lost permanent STR. Here, Baobon the shaman chants over Cormac preparatory to exorcising Cormac's possessor. He could either discorporate and battle the disease spirit himself, or he could release a healing spirit and order it to battle the possessing spirit.

spirit possession, he is too full of energy and lacks the patience to become a shaman. Combat was always a release for his frustrations, and this business of becoming a shaman is too intangible for him.

When he speaks to Baobon, the old man understands. He foresaw this restlessness in Cormac and knew that this time would come. Cormac has been an excellent student and has learned well. He has also been very successful in recruiting more students and assistants for the shaman. Cormac and Nikolos have been very popular with the Baobon's tribe, and have enriched the tribe through sale of enchanted devices made by Nikolos. (Though more than once Signy disgruntled the males of the tribe by her notions about a woman's place.)

On a cool day in spring, after a late rain, Cormac, Signy, and Nikolos bid farewell to Baobon and set off again.

Learning and Using Spells

Spirits are the source of spirit-magic spells. In many cases they literally are the spells, being both the matrix and the magic points needed to cast the magic. Spirit spells are learned from spirits which attack the student and which must be defeated in order for the student to gain knowledge of the spell. Only certain types of spirits can teach spells. This task is usually overseen by a benevolent shaman who has, under his command, low magic point spell spirits from whom the student can easily learn. Once learned, spirit spells are not forgotten unless voluntarily suppressed. The cost of learning a spirit-magic spell varies with the teacher and by whether or not the applicant is a member of the shaman's tribe.

To learn a spell, a character must engage in spirit combat with a spirit which knows the spell. The minimum POW of the spirit equals the point value of the spell. The shaman will tell the learner where to go to meet the spirit. It might be right in the shaman's home, some deserted place, a spot in the wilderness, or some traditional area. He will give the learner the prepared object with the focus to attract the right spirit, and send him off. That night, the shaman will direct the proper spirit to approach the learner, announce itself, and to begin spirit combat. The combat procedure is described in the Introduction to Magic chapter.

If the student reduces the magic points of the spell spirit to zero (without losing all of his magic points in the process), he takes knowledge of the spell from the spirit, impressing it upon his own mind. The spirit breaks off combat and returns to the spirit plane. If the spirit returns to the spirit plane free of any control, it then regains the spell.

Limits to Spell Memorization

Each point of spirit magic requires one point of INT to remember. An adventurer's maximum potential memorization equals his INT. An adventurer can voluntarily forget a spell to gain room for more spells.

Spellcasting Ability

A spirit magician has a percentile chance of successfully casting each of his spells equal to his POW ×5. The spirit magician suffers a 1 percentile cumulative penalty to his spellcasting ability for each point of ENC that he carries. The spirit magician cannot raise his spellcasting skill except through increasing his POW characteristic. A shaman's ability is based on his personal POW, not including the POW of his fetch. His fetch has an independent ability to cast spirit magic spells.

The Focus

All spirit-magic spells require a focus to be cast. A focus can take many forms, most commonly those of trinkets or medallions bearing an appropriate rune of power, or it might be a rock, a bone, a claw, etc. The focus serves as a reminder and token of the spell. Contact with the focus, whether visual, tactile, or through another sense, triggers the release and formation of the individual's magical energies and makes the spell work.

Foci may come from many sources, depending more on the local custom than a game rule. They might require some special craft, or be stolen, bought, or made by the bearer. Runes may be carved into the tool which is the intended target of the magic. A focus for a Bladesharp spell, for instance, is often engraved right on the sword which will be sharpened. To cast the spell on another weapon simply clutch the pommel of the focus sword with one hand and touch the other weapon with the other hand while speaking the spell.

Parts of clothing, pieces of equipment, jewelry, and many other things may be carved or decorated with rune foci. Necklaces, headbands, and medallions are also common, rings are especially useful for any Touch spells.

Finally, tattoos and methodical scarring can be used to permanently carry foci. These permanent disfigurations are the only way that a focus cannot be removed from the user's reach. The drawback is that the person wishing to disarm a tattooed person may slice off the decorated limb or patch of skin.

Only a shaman can properly prepare a focus for use with a spell. One adventurer cannot simply use another's focus, even if the focus is for a spell he already knows. A shaman must work the magic to attune the known spell with the new focus. Thus, if Cormac found a sword with a Bladesharp focus on its hilt, he couldn't use that sword's focus until he attuned himself to it. Attuning a strange focus for a spell which you already know requires the intervention of a shaman who will charge 1/3 the normal price of learning the spell, even though he is not supplying the spell spirit or the focus. The shaman will bless the focus and send the character to the wilderness to meditate at night. After one undisturbed night he will have attuned the new focus.

Foci can be reused. If Cormac failed to learn the spell which he sought from the shaman, he could return later, pay 2/3 the normal fee, and try again. The extra 1/3 is the cost of the focus, which can still work. Use the same cost to attune a captured, stolen, or self-made focus. It is possible to have several foci for a single spell. In that case all foci must be taken away to disarm the caster from that spell.

Spirit Magic

The chance to successfully cast spirit magic always is based on the character's POW, minus one percentile for each point of ENC carried by the spellcaster. Spirit magic is memorizable. The spell requires a talismanic focus to trigger the spell. Spirit magic costs magic points to cast. All targets, except voluntary ones, resist spells cast at them (called offensive spells) and need to be overcome (magic points against magic points) on the resistance table.

Spell Limits

All spirit magic spells are passive. Once cast, the caster need pay no further attention to them and they will continue to work. Thus, when a character has Demoralized his opponent he can fight, run, or cast another spell, or the same one again. The Demoralized person will remain so for the time limit of the spell. Even if the caster is hurt or killed, the Demoralization continues, unless Dispelled, or neutralized with Fanaticism.

The range of a spirit spell is given in the spell description. It defines the maximum distance from the caster in which the spell's effects must occur. Spirit-magic has two nominal maximum ranges, touch (the caster must be physically touching the body of the target) and ranged (50 meters). For touch spells, touching the clothing or armor of the target is usually sufficient unless the spell description declares otherwise.

The duration given in the spell description defines the length of time that the effects of the spell will last, as measured from the strike rank on which the spells' casting was completed. All temporal spells last 5 minutes (25 melee rounds). Instant spells cause effects only on the strike rank on which they were cast.

Spell Strike Rank

To determine the strike rank at which a spell can be cast, total the character's DEX strike rank plus the magic points of the spell plus any boosting magic points. The sum equals the strike rank of the spell.

Cormac's Saga *The day was beautiful. Cormac felt that he had been reborn as he walked along the ridgelines with Signy and Nikolos. Having finished five years of study with the shaman Baobon, Cormac was eager for great adventures.*

To show off his magic, Cormac bet Nikolos a night's drinking at the next inn that they found that he could outspell the sorcerer, and be the first to do damage to the other. Nikolos agreed, confident behind the intensity-5 Spell Resistance field he always kept about himself, to fend off surprise attacks.

But Cormac had learned well from Baobon, and knew the wilyness of sorcerers and of Nikolos in particular. Suspecting defensive magic, the Pict decides to cast a Disruption spell and boost it with 5 magic points. The total magic point cost of the spell to Cormac is 6. The total of Cormac's DEX strike rank of 4, the single strike rank for the Disruption and the 5 strike ranks that boosting the spell requires adds up to 10. Cormac completes his spell casting on that strike rank. His player rolls successfully, and the tactic works. Cormac's powerful Disruption shoots through Nikolos' Resistance and causes 2 points of damage to the sorcerer's abdomen. Well, Nikolos has plenty of tummy to take a little damage there. By the time thirsty Cormac finishes that night, Nikolos' purse will have taken damage as well.

Spirit Magic Procedures

The player states which adventurer is casting which spell at which target. The adventurer touches his focus, concentrates on the spell, and begins his chant.

On the strike rank that the adventurer completes the spell casting procedure, his player must roll percentile dice. The D100 roll result must be equal to or less than the adventurer's POW $\times 5$ in order for the casting to be successful. The adventurer's chance of a successful casting is lowered by one percentile per point of ENC carried. If the magician has a casting skill exceeding 100%, a roll of 96% or greater indicates failure.

If the roll is greater than the magician's chance of success then the spell does not work, though the magi-

cian must still expend one magic point, regardless of the number of magic points in the spell. The spell may be attempted again next melee round.

There are no modifiers for critical successes or fumbles when using spirit magic.

Resistance Roll

Some offensive spells will be cast at an unwilling target who possesses magic points and who opposes its effect. In this case the caster's magic points are compared to the defender's magic points and the resistance table results are used. If successful, the spell takes effect that same strike rank.

Magic Point Cost

Every spell costs a certain number of magic points to cast. This might be augmented by some magic points to boost the spell. Even if the target is not overcome by an offensive spell the required magic points are still lost.

Spirit Magic Spells

This section lists and describes in alphabetical order the spells available to spirit-magic users. Each spell is summarized by use of a similar format of presentation.

Spell Name

Magic Point Cost

Casting Range, Duration, Spell Type

The spell description including the area of effect.

Some of the spell descriptions include a qualifier in brackets. Qualifiers specify a particular substance, species, sense, or characteristic that the spell will affect. They allow a wide number of spells to be discussed in relatively little space. A characteristic qualifier, for example, indicates that the spell works on STR, CON, SIZ, INT, POW, DEX, or APP. One of these characteristics must be specified when the spell is learned. Detect Gold is a different spell from Detect Iron, but both spells work in the same manner. Both must be separately learned, and experience in each must be developed individually.

Species qualifiers indicate that a particular species of animal is affected by the spell.

Substance qualifers indicate naturally found substances that will be affected by the spell. Common substances include gold, silver, copper, sapphire, iron, coal, tin, emerald, fire, diamond, earth, air, wood, leather, stone, fire, cotton, brick, bronze, water, bone, glass, quartz and darkness.

Of course many other substances exist, and they can be added if the gamemaster allows those spells into the campaign and the adventurers can find a teacher. Substances do not include living material.

Armoring Enchantment

1 Point (Memorization Only)

Ritual (Enchantment), Passive

The Armoring Enchantment is described in Ritual Magic.

Befuddle

2 Points

Ranged, Temporal, Passive

This spell confuses the opponent who succumbs to it. It does not change his beliefs or perceptions, but it does muddy them up.

During the statement of intent, the victim's player must say that his adventurer will attempt to shake off the Befuddlement. This is all the adventurer can do in that melee round. The player must roll D100 greater than his adventurer's INT ×5. If the roll is successful, then the Befuddle spell is defeated, and the adventurer can act normally the following melee round. Failing the roll, the adventurer must stand there confused. He can do nothing, not even parry or dodge.

If the roll is fumbled then the adventurer mistakes his friends for enemies (and vice versa) and acts accordingly — as if he were no longer Befuddled. Since, in the case of this spell only, the normal fumble roll is over the victim's INT ×5, count any critical roll as a fumble for a Befuddled character.

Spirit Magic Spells

Spell	*Value*
Armoring Enchantment	ritual
Befuddle	2 points
Binding Enchantment	ritual
Bladesharp	variable
Bludgeon	variable
Control (Species)	1 point
Coordination	variable
Countermagic	variable
Darkwall	2 points
Demoralize	2 points
Detect Enemy	1 point
Detect Magic	1 point
Detect (Substance)	1 point
Dispel Magic	variable
Disruption	1 point
Dullblade	variable
Endurance	variable
Extinguish	variable
Fanaticism	1 point
Farsee	variable
Firearrow	2 points
Fireblade	4 points
Glamour	variable
Glue	variable
Heal	variable
Ignite	1 point
Ironhand	variable
Light	1 point
Lightwall	4 points
Magic Point Matrix Enchantment	ritual
Mindspeech	variable
Mobility	variable
Multimissile	variable
Protection	variable
Repair	variable
Second Sight	3 points
Shimmer	variable
Slow	variable
Speedart	1 point
Spell Matrix Enchantment	ritual
Spirit Screen	variable
Strength	variable
Strengthening Enchantment	ritual
Summon (Species)	ritual
Vigor	variable
Visibility	2 points

In any case, the effects of this spell end after the 5 minute limit.

Binding Enchantment

3 Points (Memorization Only)

Ritual (Enchantment), Passive

The Binding Enchantment is described in Ritual Magic.

Bladesharp

Variable

Touch, Temporal, Passive

This spell works on any cutting, stabbing, or hacking weapon. It increases the chance to hit by +5 percentiles and does one additional point of damage per each point of spell applied. The spell is incompatible with the other weapon-enhancing spells of Bludgeon and Fireblade. If a Dullblade is also cast on the sword it will continue to do its increased chance to hit, but its additional damage will be reduced by the second spell.

Note that the magical points occasionally do damage to magical creatures otherwise invulnerable to weapon damage. Lycanthropes, for instance, will not be hurt by the weapon, but may be hurt by the magical bonus.

Bludgeon

Variable

Touch, Temporal, Passive

This spell works on any smashing or crushing weapon. It increases the chance to hit by +5 percentiles and does one additional point of damage per point of spell. This spell is incompatible with the other weapon-enhancing spells of Bladesharp and Fireblade.

Note that the magical points occasionally do damage to magical creatures otherwise invulnerable to weapon damage. Lycanthropes, for instance, will not be hurt by the weapon, but may be hurt by the magical bonus.

Control (Species, usually Spirits)

1 Point

Ranged, Temporal, Active (until the creature is instructed) then Passive

Each casting of this spell subjects the indicated species to the caster's will. Shamans usually learn to Control spirits. Control spells for other species are not generally available to them. Thus, there is Control Disease Spirit, Control Ghost, Control Wraith, and so forth. Additional otherworld creatures controlled by variations of this spell include: healing spirits, hellions, intellect spirits, magic spirits, power spirits, spell spirits, and the various elementals, nymphs, chonchons, and passion spirits.

To use a Control spell the shaman must first reduce the magic points of his target to zero in spirit combat. The next melee round the shaman must cast his Control spell, attempting to overcome the creature's zero magic points with his own magic points. If successful the creature must obey all commands issued by the shaman. These commands must be given, acted upon, and completed, before the end of the spell's duration. Thus, spirit magicians use their Control spells primarily to capture otherworld creatures into enchanted devices (see the description of the Binding Enchantment in the Ritual Magic chapter of this book).

The controlled creature is in a special form of telepathic communication with the shaman. This mental communication is limited to line-of-sight. The shaman must use a Control spell to learn specific information about the creature, such as the creature's name or the values of specific charactertistics or skills.

To instruct a Controlled creature the shaman must form a mental image of the actions that he wishes the creature to perform. Commanding a creature takes a full melee round before the creature will act.

Coordination

Variable

Touch, Temporal, Passive

This spell increases the target's DEX. The target must possess the DEX characteristic in order for this spell to work. Each point of spell increases DEX by 1 point, thereby increasing skills, DEX rolls, and lowering the number of the DEX strike rank. Although there is no limit to the stacking of this spell, a creature's DEX may never be increased to be greater than twice its current, unadjusted DEX.

Countermagic

Variable

Ranged, Temporal, Passive

This defensive spell will attempt to protect against any other incoming spell including detection, protection, and even Healing spells. Cast on armor or weapons, the Countermagic will defend other spells that were previously cast on the object. Countermagic will not defend against previously enspelled things, such as a sword with a Bladesharp spell on it. It does not work against spirits.

If the oncoming spell is two or more points weaker than the Countermagic then it is eliminated and the Countermagic remains. If the incoming spell is equal to or within one point (either more or less) of the Countermagic, both disappear. If the attacking spell is two or more points stronger than the Countermagic it eliminates the Countermagic. If it overcomes the resistance of the target, then it takes full effect upon its target.

Darkwall

2 Points

Ranged, Temporal, Passive (Active to move the wall)

This spell can create a wall of darkness 10m square in area and 10cm thick. The Darkwall can be moved by the caster at a rate of 1 meter per strike rank. Light sources within the darkness give no light nor can any sighted being see through. Other senses, such as sonar or other sound, are unaffected by this wall. A Darkwall can be moved or shaped into the height or width desired, so long as the total area is 10m square, and the thickness is always 10cm.

Demoralize

2 Points

Ranged, Temporal, Passive

A victim of this spell loses faith in the ability of himself and his party to win a fight, find treasure, rescue the princess, etc. He can still defend himself fully but can attack only at half normal percentage. He casts only defensive and heal spells. If the spell takes effect before combat is started, then the victim will try not to attack. Faced with superior odds he will probably run or surrender. A Fanaticism spell cancels a Demoralize, and vice versa.

An adventurer can attempt to realize that he is under the effects of a spell, but his player must roll percentile dice and obtain a result equal to or less than the adventurer's INT ×1. If the adventurer realizes his condition, then he may cast Fanaticism or Dispel Magic to counter the Demoralize. He may not act contrary to the effects listed above until the spell's effects are countered. A player may roll for his adventurer's realization only once, when the Demoralize spell takes effect.

Detect Enemies

1 Point

Ranged, Temporal, Active

The shaman must have some sort of fetish (a willow wand,

compass, marble, etc.) that can guide him toward potential enemies. The fetish will first guide the shaman to the closest person within 100 meters who knowingly intends to harm him. The caster of the spell does not have to overcome the magic points of a potential target to find him. If the spell is still in effect, it will then guide him to the next closest person, and then the third closest, and so on for the duration of the spell. The sensing effect is stopped by one or more meters of dense substance such as stone, metal, or earth.

Detect Magic

1 Point

Ranged, Temporal, Active

Working in a similar manner to Detect Enemies, the fetish guides the shaman to the nearest enchanted object, or object that has a spell on it. It will not guide the caster to magical objects touching him. It does not detect spirits.

The fetish seeks out magical things which do not regenerate their own magic points (including undead), and magical things which cast spells or things which have spells cast upon them. This spell penetrates up to one meter of rock, metal, dirt, etc.

Detect (Substance)

1 Point

Ranged, Temporal, Active

The fetish guides the caster to the nearest supply of the substance indicated. This spell penetrates up to one meter of rock, metal, dirt, etc.

Dispel Magic

Variable

Ranged, Instant

This spell eliminates magic. One point of this spell will remove one magic point of spirit magic or sorcery spells; two points will remove one point of divine magic spells. With sorcery spells, only the Intensity of the spell must be eliminated to destroy the spell. Thus to Dispel a Befuddle spell will require 2 points of Dispel, to dispel a 1-point Shield (a Divine spell) requires 2 points, and to dispel a Smother 4 with twice the range and duration would require 4 points. You cannot Dispel part of a spell.

When cast against a target without specifying any specific effect or target, the Dispel will always first destroy defensive spells, beginning with the most powerful spell that it can affect. However, it may be cast against a specific spell if the caster can discern a specific spell.

Disruption

1 Point

Ranged, Instant

This spell damages the target's body. If the target's magic points are overcome, the target takes 1D3 damage to a random hit location using the missile/spell hit location table. This damage is not absorbed by armor.

Dullblade

Variable

Ranged, Temporal, Passive

Despite the spell's name, this spell reduces the damage done by any melee or missile weapon, sharp or blunt. To work properly it must be cast on the weapon, and will then reduce damage by 1 point per point of Dullblade. If a second Dullblade is cast at a single weapon, only the higher point spell will take effect. Dullblade reduces damage from weapons with spirits in them, etc. This spell specifically does not work on natural weapons.

Endurance

Variable

Touch, Instant

This spell adds to the stamina of the target. Each point cast adds 5 fatigue points to the target, up to the target's maximum (before subtracting any penalty for ENC). The Endurance spell has no effect on creatures that do not have or use fatigue.

Extinguish

Variable

Ranged, Instant

This spell puts out fires and flames and cools hot materials to the ambient temperature. One point of Extinguish will put out a candle, torch, or lantern; 2 points will put out a small campfire; 3 points will eliminate a bonfire, etc.

Fanaticism

1 Point

Ranged, Temporal, Passive

When cast upon a being with normal INT this spell will increase his chance to hit by half again his skill percentage (round up fractions). Thus a 33% swordsman becomes a 50% swordsman under the spell of Fanaticism. The fanatic may not parry or cast magic other than attack spells (Disruption, Smother, Mindblast, etc.). The spell halves the target's Dodge. A successful Demoralize spell cancels the effects of a Fanaticism spell, leaving the target with normal morale. If the target does not wish the spell to be cast upon him, then the center must overcome his target's magic points with his own.

Farsee

Variable

Ranged, Temporal, Passive

Each point of this spell halves the apparent distance as seen by the caster to the rest of the universe. The effect includes foreshortening of the field of vision, exactly as if a telephoto lens was being used. If a particular target is specified, then the spell magnifies only the target, and the viewer's Search ability is increased by 5 percentiles for each magic point spent powering the spell.

Firearrow

2 Points

Touch, Temporal, Passive

This spell creates a missile of fire which does 3D6 damage if it hits. Firearrows do not impale. It must be cast on an ordinary arrow, rock, or dart which bursts into fire and is consumed as the missile leaves the hand of the caster. Armor will help protect a target. A Firearrow will ignite flammable material. This damage cannot be (i.e. magic points vs. magic points) resisted because it is actually physical damage from the heat of the fire. This spell is incompatible with Multimissile and Speedart.

Fireblade

4 Points

Touch, Temporal, Passive

Cast on any edged weapon or spear, this spell delivers 3D6 damage when it strikes. This replaces any normal damage done by the weapon. The wielder of the weapon still adds his damage bonus when he strikes. The weapon is unharmed by this magical fire. The spell is incompatible with Bladesharp.

Glamour

Variable

Touch, Temporal, Passive

Each point of spell adds 2 APP points to the target for its duration. The target must possess APP for it to be affected. The appearance of the target does not alter, but the quality

of appearance increases so that soon the perceiver simply is not reminded of the similarities to the person of whom he otherwise might be reminded. Characters will be recognizable as themselves only when within half of their previous total APP. Example: Ugly Fredrick, APP 4, will be unrecognizable as himself by applying 2 points of the spell, but Gorgeous Arleen, APP 15, still will be recognizable after applying up to 3 points of the spell.

Glue

Variable

Touch, Temporal, Passive

For each point of this spell the caster gets the equivalent of a 10cm-square patch of glue to distribute in any shape desired. The STR of the glue equals the magic points powering the spell multiplied by 10. Glue may be resisted by using adventurer STR on the resistance table. If adventurer STR overcomes the STR of the Glue spell, then the spell is broken and the patch is no longer sticky. Glue will never stick to any living tissue or living vegetable material.

Heal

Variable

Touch, Instant

This spell repairs damage done to hit points. For creatures of the caster's species, Heal replaces 1 hit point for each point of Heal spell used. The part of the body being healed must be touched. The effect is immediate. Creatures of species other than the caster's cost 2 points of Healing per hit point repaired.

Ignite

1 Point

Ranged, Instant

This spell will ignite anything normally burnable. It creates a small fire (see The World chapter, Player's book, for the types of fire). Thus Ignite can set fire to a torch, a house, or a dry backpack. Skin cannot be Ignited. Hair or fur may be, but the target being's magic points then must be overcome on the resistance table.

Ironhand

Variable

Touch, Temporal, Passive

This spell adds damage and increases the chance to hit with any natural weapon. Each point of the spell adds 1 point of damage if contact is made and +5 percentiles to the chance to hit. Though the name implies it works only on hands, various nonhuman creatures have Ironclaw, Ironbeak, Ironhoof, and so on which work the same way.

Light

1 Point

Ranged, Temporal, Passive

This spell must be cast on some physical thing. A wand, fingertip, or wall will do. It will then light everything within a 10 meter radius from that point with a radiance good enough to read by, though not as full as daylight. This spell is not affected by Extinguish.

Lightwall

4 Points

Ranged, Temporal, Passive (Active to move wall)

This spell creates a wall of light which is 10 meters square by 10 centimeters thick. The wall presents a bright glare on one side which is visually impenetrable, while from the other side it can be seen through. Further, the glow illuminates 10 meters on all sides like a Light spell. It may be moved by the caster at a rate of one meter per strike rank, and it can be specified to take any form, provided it is always 10 centimeters thick and contiguous.

Magic Point Matrix Enchantment

1 Point (Memorization Only)

Ritual (Enchantment), Passive

The Magic Point Matrix Enchantment is described in Ritual Magic.

Mindspeech

Variable

Ranged, Temporal, Passive

This spell allows mind-to-mind communication, like mental telepathy. Each point of the spell allows one more person to be in contact with the caster. It will transmit only the thoughts intended for transmission by the caster. The thoughts to be transmitted must be subvocalized (whispered) and the listeners will hear the message in their minds in the language sent. Knowledge of spells and magic points cannot be transmitted. Mindspeech does not create an open link between the spell caster's communicants. If A casts the spell on B and C, then B and C are not in contact.

Mobility

Variable

Ranged, Temporal, Passive

Each point of this spell adds 1 meter of movement rate per strike rank for its duration. An adventurer under the effect of Mobility loses one additional fatigue point per each 3 points of this spell or fraction.

Multimissile

Variable

Touch, Temporal, Passive

Each point of the spell cast upon an arrow, rock, throwing knife, javelin, or throwing axe or crossbow quarrel creates a magical missile the instant that the original is fired. The magical missile does the same damage as the original. Each of the missile attacks is rolled separately. The first roll is for the original, which is the only one that can impale. The magical missiles can still do critical damage. This spell is incompatible with Speedart and Firearrow.

Larger missile weapons require several points of this spell to create a single missile. An arbalest, for instance, requires 2 points of spell per missile. As a rule of thumb, each 2D6 or fraction of weapon damage requires 1 point of spell.

The temporal nature of this spell means that it can be cast onto a missile and the spell will work once only if the missile is used any time within the spell's duration.

Protection

Variable

Ranged, Temporal, Passive

Each point of this spell adds a point of armor protection to the whole body or object. It acts in every way like normal armor. This spell is incompatible with Countermagic, Shimmer, and Spirit Screen.

Repair

Variable

Touch, Instant

This spell repairs broken objects. All the parts must be present. Thus a sword can be fixed, shields renewed, and armor repaired. Each point of the spell fixes 1D10 points of damage. The object repaired shows a scar, and permanently loses 1 hit point, from its maximum HP value as well. If used

to Repair magic items, the spell does not return any broken enchantments or released spirits.

Second Sight

3 Points

Ranged, Temporal, Passive

This spell allows a person to view the POW aura of living beings and to gauge its relative strength. This spell does not allow the user to view the spirit plane. Shamans naturally have this ability and do not need to expend magic points to use it.

The aura of all creatures within the spell's range will glow only to the caster. If there are a large number of creatures within range it will be difficult for the caster to determine the POW of each. Undead things do not glow this way, for they have no characteristic POW. The POW of enchanted items is also visible to users of this spell, though the magic points in spells are not.

The gamemaster should tell the player whether the POWs of the viewed creatures are much less than the POW of the user, within 5 points of it, or much greater than the user's POW (for a shaman, include the fetch's POW). An adventurer can use the Second Sight spell to target spells and blows against enemies in the dark, as long as they possess POW. He will not be able to parry any blows received from that enemy.

Any heavy opaque surface — a thick woolen blanket, a wooden wall, etc.—will block Second Sight.

Shimmer

Variable

Ranged, Temporal, Passive

This spell blurs and distorts the target's visual image making it harder to hit. Each point subtracts 5 percentiles from the skill of any enemy attempting to hit the affected target.

Silence

Variable

Touch, Temporal, Passive

Each point of this spell will add 5 percentiles to the Sneak skill of a person attempting to keep down his noise, and will muffle incidental noises (the brush of pants, soft footsteps, etc.) made by the target. It will not stop someone from chanting a spell, issuing commands, clumsily stepping on a large twig causing a loud snap, knocking over a vase and having it shatter, or similar loud or sharp sounds caused by fumbled Sneak rolls.

Slow

Variable

Ranged, Temporal, Passive

This spell slows down an enemy at a rate of one meter/SR per point of spell. It may reduce the movement of a creature to zero. The creature loses fatigue points for its exertions in normal fashion.

A creature whose movement is reduced to zero may still move by increasing its movement rate by running, though a sufficiently powerful Slow spell will immobilize even a runner. This tactic also increases the target's fatigue point loss for the distance traveled, and will tire him out.

Speedart

1 Point

Touch, 1 melee round

This spell adds 15 percentiles to the attack chance and 3 points of damage to any missile weapon. The spell must be cast in the same melee round in which the missile is being thrown or shot, and lasts until the end of that melee round.

Spell Matrix Enchantment

1 Point (Memorization Only)

Ritual (Enchantment), Passive

The Spell Matrix Enchantment is described in Ritual Magic.

Spirit Screen

Variable

Ranged, Temporal, Passive

This spell acts as spiritual armor to protect someone from attack by spirits. Each point of the spell adds 2 points to the target's defense against all types of spirit combat. It does not actually alter the characteristic being attacked, but merely bolsters it against the effects of spirits. Use the target's current characteristic value for all purposes other than spirit combat. The target will remain so protected for the spell's duration.

Strength

Variable

Touch, Temporal, Passive

Each casting of this spell adds 3 points of STR to the target for the spell's duration. The target must already possess the STR characteristic in order for the spell to work. This spell will affect skills modifiers, damage done, and ENC for the duration of the spell. Although there is no limit to the stacking of this spell, a creature's STR may never be increased to be greater than twice its current, unadjusted STR.

Summon (Species)

1 Point (Memorization Only)

Ritual (Summoning), Active

Spirit Magicians normally summon only spirit creatures. The full procedure for summoning such creatures is given in the Ritual chapter.

Vigor

Variable

Touch, Temporal, Passive

Each casting of this spell adds 2 points to the CON of the target. The target must already possess CON in order for the spell to work. These extra points will increase normal hit points for the duration of the spell. Hit points per location will probably have to be refigured. Although there is no limit to the stacking of this spell, a creature's current CON may never be increased to be greater than twice its current, unadjusted CON.

Visibility

2 Points

Self, Temporal, Passive

This special spell transfers an otherworld creature from the spirit plane to the mundane plane, giving it a translucent form. The appearance of the form will be the shape which the invisible being had while alive, if any. The spell can be cast only on creatures on the spirit plane. A creature with this spell on it may cast spells or otherwise interact with the mundane plane, and is subject to spells. Normal weapons will not affect such creatures whether or not they have magic cast upon them. Some otherworld creatures possess this as a natural ability which does not cost magic points.

This spell is not subject to the normal Dispel, Neutralize, or Dismiss rules. To send a Visible otherworld creature back to the spirit plane requires that the magician Dispel, Neutralize, or Dismiss that number of magic points equal to the current POW of the otherworld creature.

Divine Magic

Divine magicians wield their god's power through the use of divine spells, which are reliable and quickly cast. An adventurer must be at least an initiate in a religion to gain divine spells.

Divine magic is magic wielded by people qualified to act in the name of and with powers which derive from a deity or principle.

Divine magic spells offer the quickest and most reliable results of all the approaches to *RuneQuest* magic. However, such spells must be renewed in special places and cost the sacrifice of current POW, not mere magic points, to get.

Specialists in divine magic are called 'priests' and 'initiates.' As part of their way of life, priests routinely lead a congregation and spend most of their time in temple-related matters. Initiates have whole heartedly committed themselves to a religion or divinity, but have not reached the level of duty, responsibility, and privilege of priests. The commitment is considerable in either case, for a user of divine magic must sacrifice current POW to join the religion, is excluded from using or learning many spirit magic spells or any sorcery while a member, and must make regular financial contributions to a particular temple.

Occasionally the word 'cult' may be substituted for 'religion' in *RuneQuest*. Cult in these pages indicates only that a religion is purely local or regional in membership or that, though it may have temples across a continent or a world, its membership is not numerically large. The word is never used to connote evilness or illegality.

Fundamentals of Divine Magic

In magical worlds, the gods and their manifestations are real. The presence of many (often opposed) deities usually means that an adventurer can believe in several of them at once, if he wishes, and can honor them through simple worship. In lands where the gods are worshiped, it can be assumed that every adult is or wants to be an initiate of one or more religions.

Gods are neither omnipotent nor omniscient. One god in a universe might truly be so, but the presence of many gods indicates that each god is somehow both protected and restricted. In *RuneQuest*, they are limited by their own capabilities and, more severely, by their banishment to the realms beyond Time. They therefore have lost most of their capacity to act independently or to create, and essentially are incapable of anything new.

To perform simple worship of a deity, an adventurer attends regular ceremonies and says prayers.

Simple worshipers are called lay members, and are not counted among the inner membership. Lay members do not know the secrets of the religion, are excluded from certain parts of the worship service, and do not receive special magical benefits because of their belief. Lay members are casual worshipers who belong in more serious fashion to other religions or cults, or are children, and include anyone planning to become an initiate.

An inner member of a religion is either an initiate, a priest, or a high priest. The last title is administrative in nature. In regions where gods are worshiped, every responsible or respected adult will be an initiate of a religion.

The most striking aspects of divine magic have to do with the relation of the initiate and the priest to the deity, involving the appeal of divine intervention (frequently used for purposes of resurrection) and Divination.

Divination

Divination is a spell. Its specific characteristics will be found in the alphabetical spell listing which makes up the second half of this chapter. Its relation to the worshiper who uses it reveals certain basic aspects of divine magic.

Divination is used to gain information that the worshiper's god knows. The god is incapable of revealing what he or she does not know. The problem lies in determining just what a god knows. Most consistently, a god understands the events with which he or she was involved—those things that happened to him or her in youth and in ascension to godhood.

Secondly, priests and initiates are extensions of the god, and can tell the god many things through prayer. Thus a god will know what has happened to his priests and, to a much lesser extent, his initiates. He will know if they are alive or dead, and can tell what killed them. The god does not know what a priest or initiate is thinking and cannot deduce motivations. A god knows facts. A god cannot invade anyone's mind, though he or she will know when a worshiper has lost faith. Other knowledge given to a god by a priest or initiate must be volunteered through prayer.

Thirdly, gods have general information about events within their realm or area of worship. The air god will know in a general fashion about events occurring in the air, and the earth god likewise will know some things which happen on or in the earth.

A god cannot tell or find out many things. Most importantly, a god will not know of events pertaining to another deity or that deity's worshipers, especially events occurring within 'foreign' (i.e., belonging to other gods) sacred or temple grounds. Imprisoning a worshiper within a foreign temple temporarily breaks the worshiper's link with his god. The god knows where the imprisoned worshiper went, but not where he is.

Divine Intervention

Divine intervention has the same sort of limitations as Divination. A god cannot do other than what is normal to him or her. The air god cannot make the earth quake, the underworld god cannot create storms, etc. Only an earth deity can open holes through the ground, for instance, and only a fire god can raise or lower temperatures (though an air god could create a cooling breeze and a water god could douse the heat with a gush of cold water).

Unlike Divination, divine intervention can work in an enemy stronghold, since the priest's and initiate's success comes from within themselves, and they pay for it with a sacrifice of current POW. Such an effort may succeed but cost the worshiper his life. Divine intervention cannot transport an individual into an enemy stronghold — where the enemy's power is greatest—but it can be used for escape. In general, a call for divine intervention to escape a situation can successfully include about 10 normal-SIZ people with limited equipment. A magical slave collar has been invented that can prevent a worshiper from calling to his god, and certain cults have developed rituals that can permanently sever a worshiper's bond to his god.

Divine intervention can be used to raise a characteristic by one point, but no characteristic can be raised above the maximum given for it earlier in the rules.

Divine intervention is often used to resurrect a dead adventurer. Though this will work on a single individual, one divine intervention will not bring back an entire party. An adventurer cannot use divine intervention to resurrect himself at some future time. The gods have no control over or concept of Time. They are incapable of transporting someone into the future or the past.

Divine intervention cannot be used against worshipers of the same god, for a god will not act against himself. Further, a god cannot simply create a spell just because a clever worshiper thought of it. The gods are fixed into patterns changeable only by heroquests. At the most, such a new spell would be special religion spirit magic available only while the originator remained a cult hero. Otherwise knowledge of the spell would fade from the religion's lists after the originator died.

Gods are unlikely to help non-worshipers. It might be possible that a worshiper can gain a loyal following of non-worshipers, and in such cases a leader should be able to assist all of his followers. A follower will not, however, be able to call on his leader's god to aid the party.

Divine Intervention: Procedure

The player must state in a precise way what his character wishes the divine intervention to achieve. He then rolls D100. If the D100 roll is greater than the adventurer's POW, then the wish will not come true and there is no other effect. If the D100 roll is equal to or less than the adventurer's POW, the god hears the appeal and intercedes as the adventurer requests. The adventurer then loses that number of current POW points equal to the player's D100 roll. This is a permanent change in the adventurer's current POW. If the adventurer must lose an amount of current POW points which equals his total current POW characteristic, then the wish comes true but the adventurer's soul will end up at its appointed place on the god plane. The adventurer is dead.

Initiates

To join the inner membership of a religion, a lay member must make a personal commitment to the religion. The commitment usually involves substantial investment of time, effort, Power, money, and emotion. The religion must agree to accept this commitment, and frequently accepts the lay member as an initiate only after he or she passes one or more tests. In return the new initiate learns many secrets of the deity, receives special protections and guarantees from the religion or cult, and stands some chance to gain the deity's attention in time of need by means of divine intervention. In communities practicing religions, it is a traditional sign of adulthood to become an initiate of the appropriate religion or cult, one eagerly sought for and anticipated.

If your adventurer's parents are initiates or priests of a religion, then your adventurer automatically can join that religion as an initiate at age 15. He or she has already acquired the necessary information and appropriate attitudes and is known to the temple elders.

Requirements to be Initiated

A candidate for initiation who is unfamiliar to the temple hierarchy must pass a rigorous test, the object of which is to discover the candidate's suitability, sincerity, knowledge, reputation, and personality. This test is abstracted to the following: donate 20 pennies to the temple; understand the requirements and obligations of an initiate; prove knowledge of the religion's specialty skills (see the Religions section),

and of the Ceremony ritual. The player of the applicant must roll D100 for each pertinent specialty skill and for his Ceremony ritual skill. In order that the applicant convince the examiners of his worthiness, his player must succeed at three of those five skill rolls.

The initiation ritual is sealed when the initiate sacrifices one point of POW to the deity, thereby establishing a holy link from the initiate to the deity through which later sacrifices flow. Such sacrifices are magic points and current POW. This link allows the initiate to manipulate a fraction of the god's powers into divine magic spells. If an initiate commits great sacrilege against the god, an excommunication ritual will sever this holy link.

Duties and Restrictions

Initiates must tithe a tenth of their yearly income and a tenth of their free time to the temple. Tithes are used for maintenance, food, salaries, sacrifices, paraphernalia, and so on.

Initiates must protect their deity and its reputation. This amounts to verbal, physical, and magical defense of the religion. This obligation is open to individual interpretation, and varies by religion.

Initiates never may become shamans or sorcerers.

Benefits

Initiates may receive one-use divine magic spells from their deity, the same spells that a priest learns but only one-use rather than reusable. These are available at a cost of 20 pennies and the sacrifice of a point of current POW per point of spell. One-use divine magic spells may be cast only once after the initiate has sacrificed the POW for them. To be able to cast such a spell again, the initiate must make another sacrifice of current POW.

Initiates may attempt divine intervention. This special appeal or prayer of desperation to the deity of the religion is useful only in the most serious conditions. Typically it is made after an adventurer is killed, to resurrect him. It is also useful for escaping the scene of sure disaster.

The initiate will be required to speak before his fellow congregation-members from the temple scriptures, and will be taught various administrative skills useful to the religion. Each year (on the High Holy Day) he automatically gains one percentile each in Orate and Read/Write Own Language. He will also gain one percentile in Ceremony or Enchant or Summon.

Finally, every fifth year, each initiate is entitled to learn for free one point of spirit magic acceptable to the religion. The spells to be learned must be available at the particular temple.

Leaving the Religion

It is possible for initiates to leave or to resign from a religion, and even remain on good terms with the priests. Reasons for and ways of leaving are various.

Voluntary Departure: It is always possible to quit a religion. Such a decision immediately changes the status of the initiate to inactive, even if he or she continues to tithe and attend services. All restrictions and obligations will be lifted, and all benefits will be lost, except for the one-use spells currently held. These spells will be retained and be usable unless and until he or she is formally excommunicated. They will not be relearnable, of course.

Inactive Initiates: An initiate may fail to fulfill his or her obligations to the religion. A backslider might miss the required annual High Holy Day ceremony, or withhold payment of tithes. A priest can always tell if an initiate is inactive by using Soul Sight. An initiate recognized as inactive may learn no new spells, nor can his or her calls for divine intervention work. Priests and temple may refuse protection. One-use divine magics already learned by the initiate are still available for his personal use, but are not relearnable.

At the gamemaster's discretion, some religions, some temples, and some priests may interpret inactive initiates as being sacrilegious.

Sacrilege: Sacrilege is an activity seriously contrary to the laws of the religion. Specific religious laws vary from religion to religion, but most require absolute respect for the deity and the priests, for sacred objects, and absolute obedience to prohibitions concerning specific activities.

Whenever an initiate commits a sacrilegious act he immediately becomes inactive. Any priest of his religion who views him with Soul Sight will know that he is inactive, but not sacrilegious. However, such an initiate will be recognized as an invader and intruder and register on temple defenses of Detect Enemy.

To correct sacrilegious actions and avoid excommunication, an initiate can placate his or her priests, temple, and deity by performing the corrective actions they deem appropriate, such as demanding that the profaner cast away his one-use divine magics, pay great sums of money, and perform penance — such as begging forgiveness from everyone he meets for the next year. Or they might send the person on a difficult quest.

Excommunication: An authorized priest can cast out anyone from a religion using the ceremony of excommunication. Sacrilege is the sole ground for excommunication.

Excommunication may be performed at any distance from the victim. Once completed, the target is stripped of all status in the religion, forever forfeiting the benefits and the POW he sacrificed to the deity.

Excommunication ends all links between the deity and the former communicant. All divine spells learned from the deity are lost permanently, though spirit spells are retained. Any other magical benefits which were gained, such as enchanted items, will also lose their potency if they have divine magics or spirits.

Priests cannot tell if an adventurer is an excommunicant from their religion, even with Soul Sight. They may, of course, recognize the person through sight or reputation.

Initiates of Multiple Religions

It is possible for an adventurer to be an initiate of more than one religion. He must pass the appropriate tests, and this always entails that the religions be compati-

Signy, now a powerful priestess, unleashes her Sunspear blast at an attacking cave troll. The Sunspear is inflicting 4D6 points of damage on the troll's hit points. Only the troll's thinnest armor will protect him.

ble. He must also tithe to all of his or her temples, and perform properly and completely for all duties and responsibilities.

Priests

Priests lead congregations. They spend most of their time performing duties for the deity, temple, and congregation.

Requirements for Priests

A candidate for priesthood must be an initiate in good standing with the temple priests of the religion and must never have been a shaman or a sorcerer. He or she must possess divine magic spells amounting to at least

ten points. A candidate must be skilled to at least 50% in each of four skills important to the religion. Finally, a candidate must have a total of at least 50 percentiles of ritual magic.

A candidate must pass a series of tests. There must be a vacancy at the temple, as determined by the gamemaster. The candidate must recount the deeds done for his or her deity, and present receipts for goods and money donated. The applicant must pass the Test of Holiness (a D100 roll by his or her player less than or equal to the character's POW ×3).

If successful on all counts, then the candidate is accepted for priesthood. If unsuccessful the candidate may try again after one full year, unless the religion itself requires a longer wait.

Duties and Restrictions

Since priests live to serve their temple and their god, they must give 90% of all personal income to the temple. Similarly, they must spend 90% of their time at the temple, or on temple business. A priest is entitled to about 10 days in 100 as vacation time.

The time consumed in serving the needs of the god, the temple, and the congregation, limits the priest in how high his or her skills can be raised. No priest, except for those serving warlike gods, can increase a manipulation (exception: Play (Instrument)), agility, stealth, or weapon skill beyond DEX ×3.

Priests must always work for their deity, and strive to uphold those principles important to the deity. This is especially important to do during adverse times.

Benefits

By sacrificing POW, by spending the time to learn the spell, and by being in a temple that can supply the spells, a priest can receive divine magic directly from the deity. He does not need the permission or intervention of other priests.

A priest also retains the right to ask for divine intervention which he gained when he became an initiate.

A priest leads his congregation in worship. For this he receives an automatic one-point increase in POW every year. Each year he also gains a free one-point increase in spirit magic significant to the religion.

His temple continues to teach magic to a priest. Each year he receives three percentiles in Ceremony, two in Enchant, and two in Summon. He receives other skills as well; they can be found in the appropriate culture's Priest occupation, in the Creating An Adventurer chapter of the Player's book.

His station gives a priest the support of his community and great social status.

Leaving the Priesthood

Voluntary departure from the priesthood involves a formal return of all authority to the deity and/or temple. The former priest will afterwards be an initiate of the religion in good standing.

Involuntary departure occurs because the priest broke the laws of his deity, or because he has lost his congregation.

He committed sacrilege if he broke the laws of the deity. His deity always knows when this occurs and will remove grace from the priest within one week, preferably at the most embarrassing or dangerous time possible. A sacrilegious priest is removed from office and from initiatehood as well.

A priest can lose a congregation in several ways. The worshipers may change their religion, refuse to attend the services on the High Holy Day, or have been captured or destroyed. The priest may have chosen to ignore his congregation on High Holy Day or have been forcefully restrained from leading. For any of those losses, the priest loses his status until he again leads a congregation for a full service on the High Holy Day. Until that time he loses all reusable divine magic—what he has instead becomes one-use. He is otherwise like an initiate in every way.

Multiple Priestships

It is impossible to be a priest for more than one deity since the responsibility requires 90% of one's time for each function.

Other Hierarchical Positions

High Priest: A high priest leads an entire temple. He usually oversees many people, including other priests. This management position has higher status than simple priest, and conveys finer clothing, better food, and more servants. A high priest is a normal priest in every other way. The position is administrative and honorary; it does not give additional magical power.

Archpriests and Bishops: Some organized religions have tiers of rank higher than that of High Priest, such as Bishop or Archpriest. These titles are, like High Priest, administrative and social. Though such functions can confer great material benefits, they do not automatically confer any particular magic or ability.

Learning and Using Spells

To receive divine magic spells, an adventurer must be an initiate of a religion, and must learn the spell from a priest who knows it.

One full week of study in the temple is necessary to learn a divine magic spell. The adventurer should also make an appropriate donation to the temple. A 20-penny donation is generally sufficient. At the end of the week that adventurer must sacrifice a number of POW points equal to the point value of the spell.

Divine magic spells require no INT to memorize, unlike spirit and sorcery spells. A priest or initiate can learn as many spells as he can sacrifice POW for.

A user of divine magic has a 100% chance of successfully casting a divine spell, but this chance reduces by one percentile for each point of ENC that he carries. (With no ENC there is still a chance of failure with a D100 roll of 96-00%.)

The religions described in this chapter have a limited number of spirit magic spells available to worshipers. The costs and procedures for learning those spirit magics available to particular religions are contained in the Spellteaching description.

Divine magic spells are among the most powerful in the game, and divine magic spells are the most reliable to cast. Since divine magic is powered by the caster's god, the caster of divine spells generally does not need to expend POW or magic points at the time of casting in order for his spells to work. Only divine magic can bring back an adventurer from the dead, a capability which greatly encourages such characters to learn or to convert to that approach to magic.

Common and Special Spells

The main categories of divine magic are called common spells and special spells. Common spells are available to any religion mustering a sufficient number of initiates to qualify as a major temple (described later in this chapter). Thus an initiate of a religion with a major temple can sacrifice POW to gain the use of any common spell.

Special spells are available only to members of specific religions. Each of the descriptions in the Religions section of this chapter lists the special spells available through that religion. Additionally, each of the spell descriptions states whether the spell is common or special, and indicates the deities who can grant the use of that spell.

Consult the Temples section about the availability of special spells by temple size.

Spell Limits

Divine spells may be one-use or reusable. Unless the spell description says otherwise, the spell always is one-use for initiates and reusable for priests. Some of the spells available to priests may still be designated as one-use. A one-use spell may be cast once. In order for the caster to use the spell again he must re-sacrifice POW to relearn the spell. Reusable spells may be remembered by spending one day per point of spell in an appropriate temple. Only one spell at a time can be renewed.

Divine magic spells have one of three ranges. A range of Touch means that the caster must physically contact the intended target in order for the spell to be effective (this does not mean that the caster must be in skin-to-skin contact; a Restore Health spell will pass through normal armor and clothing). The casting range for most divine magics is 100 meters. Special ranges may be given for some spells.

The normal duration of a divine magic spell is 15 minutes.

Stacking Limits

All divine magic spells have an initial point cost which allows one casting of the spell. It is likely, for the sake of flexibility, that a priest will learn several castings of a spell.

Divine magic spells can be stacked (combining several castings into one) if the caster has several uses of a spell and if the spell is described as stackable. This provides a much more powerful effect when the spell is cast. There may be a ceiling to the maximum allowed to be cast together. All the spells must be cast at one target, in a single melee round.

When noting the divine magic spells known to an adventurer, also write the number of castings available after the spell name. Example: Shield 3, Dismiss 4, Summon (Raven) 2.

Concentration

If a divine magic spell requires a certain amount of time to cast, the time is given in the spell description. During such an interval the caster must concentrate on the spell. This limits him to no more than a shake of the head or a simple nod in response to questions, and his movement is limited to a half-meter per strike rank. He may not Dodge or parry. If the priest sustains damage while trying to concentrate on a spell, the priest's player must attempt to roll D100 equal to or below his character's INT $\times 3$ or the concentration is broken.

If the priest's concentration breaks while casting a spell or maintaining an active spell, then the spell automatically aborts. A priest automatically loses his concentration going into shock or unconsciousness.

Boosting spells

When boosting spells the caster adds magic points to his spells so that they stand a better chance of overcoming defensive magic. He must expend as many magic points as he wants to use for boosting at the time the spell is cast. Each magic point raises the strength of the spell by one point, and increases the time needed to cast the spell by one strike rank. Spells that are boosted can be aborted without loss of additional magic points.

Game Use

To cast divine magic, an adventurer must, during Statement of Intent, say which spell(s) are being cast and at which target(s).

All divine magic spells are cast on the caster's DEX strike rank. There are no strike rank delays due to the point value of the spell. Strike Ranks will be added if the adventurer boosts the spell, one strike rank for each magic point added. Spells remain in effect until the end of their normal duration, or until Dispelled.

Several divine spells can be cast during a melee round. The magician must wait his DEX SRM plus 3 strike ranks to prepare another spell.

On the strike rank that the adventurer completes the spell casting procedure, his player must roll percentile dice equal to or less than 100 minus the caster's ENC. If the roll succeeds, then the spell takes effect. If the spell was one-use then the magician loses the ability to cast the spell again until he or she re-sacrifices the POW for it. If the spell was reusable, then the adventurer loses the ability to cast the spell again until he or she spends a number of days praying at the temple equal to the point value of the spell.

If the casting success roll was greater than 95 (i.e., 96-00) then the spell was not cast, and there is no loss to the adventurer. If the adventurer was boosting the spell, then he will lose one magic point. He does not lose the ability to try to cast the spell again. A fumble or critical roll has no effect.

The player must subtract any magic points used by marking them off the adventurer sheet.

Opposition Roll vs. Target Resistance: If the target of the spell has magic points, then the caster must overcome those magic points with his own using the resistance table in the Game System chapter.

Temples

A temple is a holy place, consecrated to and protected by a deity. It is a conjugation of the god plane, where the divinities live, and the mundane plane, where men live.

The presence of a temple makes it possible for priests and initiates to learn spells, provides special defenses, and transmits mortals' prayers to the deity and divine messages to the priests.

Functions of a Temple

Worship: At a temple, a congregation regularly meets to worship a god, spirit, or power. The ceremonies are led by a priest or other holy person of the religion. Sacred objects used in worship are usually kept on the premises.

Learn and Recover Magic: Magic can be learned and recovered. Special divine and spirit magics, limited by the worshiped entity, can be learned here. Priests who have cast their divine spells may also regain use of them at these sites. Although all temples allow the learning of some spells, the spells learnable are limited by temple size, as detailed below.

Temple Defense: The deity worshiped defends its ground. A temple can defend itself with magic, even without the presence of priests or worshipers.

Temple Sizes

The number of initiates and priests determine the size of the temple. Their sacrifice of POW and magic points opens links to the deity and then sustains the relationship. The larger the temple, the greater the benefits received from the god.

Temple size is calculated by units of approximately 100 initiates each. Temple sizes overlap; the gamemaster must decide whether a temple with exactly 400 initiates, for instance, is minor or major.

Site (0-125 initiates): A site has no magical effect in itself: a worshiper cannot regain or sacrifice for divine magic here, nor does it have any magical defenses. A site is a traditional place of worship where Worship ceremonies are held on the holy days of the religion. Such a place usually will not support a full-time priest and does not Detect as magical by itself (though some objects therein may be magical, of course.)

Shrine (75-225 initiates): Every god-fearing village or clan has its local shrine to some obscure sprite or to some great deity. The priest for this holy place is commonly indistinguishable from the rest of the peasants. At a shrine only one divine spell is available for both learning and for renewing. For greater gods the spell is always one special to the religion.

Minor Temple (150-500 initiates): A temple size commonly found in small cities and large towns. There will be several priests, perhaps not well-paid, a few servants, and perhaps an orphaned errand-boy. Only divine magics special to the religion are available through this temple, for both learning and defense.

Major Temple (400-2000 initiates): Such a temple is found in larger cities — in smaller cities only when everyone worships the same great deity. There may be up to a dozen priests in such a temple, resident initiates, and a number of servants. Here all common divine spells, divine spells special to the religion, and temple spirit magic spells are available.

Great Temple (1500+ initiates): These temples occur in major cities. Depending on the religion, there will be dozens to hundreds of priests in a great temple, many initiates occupying various specialized posts, and a dither of servants rushing in and out of the gates. Spells available at a great temple include all common divine spells, divine spells special to the religion, temple spirit magic spells, and all spells granted by any associate cult or religion.

Temple Defenses

Temples defend themselves with a vigor dependent on the number of worshipers and the spells available to the religion. Each temple supports a portion of its deity's consciousness, which resides within the sanctified area to work the defenses.

As a side effect of worship, each 100 initiates worshiping at a temple provide 1 point of Power which is allotted for the defense of the temple. This amount is spent on divine magic spells available at the temple. These spells are used to defend the temple. A standard distribution of the spell points is 50% to the inner sanctum, 25% to the defense of the priest quarters, and 25% to the outer defenses.

Spells dedicated in this manner regenerate themselves at the rate of 1 spell point per day.

Example: Temple Defenses

A minor temple of the sun god has 320 initiates who meet each Sunday to pray. This gives the priests 3 defense points to use in defense. They choose Sunspear, a single 3-point spell. The single spell must be used to defend the inner sanctum. If someone defiles the sacred mirror, he will be struck by a Sunspear.

However, in the provincial capital at the Great Temple of the Sun, there are 2000 loyal initiates. They have 20 points of magic to distribute, selected from all of the sun god's spells and from those of his fellows in the pantheon. Of those, ten points are devoted to the inner sanctum: the priests have chosen two Sunspear spells (total of 6 points) and four points of Warding. Three points of Warding and two points of Sanctify guard the priests' rooms, and another 3 Warding and 2 points of Find Enemy protect the grounds.

The casting of these spells may be modified by ritual magic, creating conditions of defense. Further defenses may be made by the worshipers and priests, such as traps or their own spells. Those, however, depend upon the casters and are not integral to the temple's defense of itself.

The nature of the deity may make meaningless the defenses for shrines and minor temples. The agricultural goddess, for instance, has hundreds of shrines with Bless Crops. Defiling it incurs an impotent attack at best. But such a shrine is also unworthy

of plunder, being so poor that strangers pass it without notice.

The High Priest of the temple knows immediately whenever any of a temple's defenses are disturbed, if he is within the temple grounds.

Religions

Fantasy magic draws heavily upon ancient religions for sources and inspiration. Literature is full of names and explanations of gods and goddesses suiting almost any taste. A study of these pantheistic religions reveals certain archetypes and similarities universal to human thought. Those common beliefs provide the archetypal religions for *RuneQuest*.

The deities listed are often combined or display overlapping functions. Ancient Zeus, for instance, was both Ruling Deity and Storm God. The Viking Odin was Ruling Deity, War God, and Underworld Deity all in one!

The following deities and pantheon are meant to be guiding and exemplary, not exhaustive. A sample pantheon could include an earth goddess, a storm god, a hunter god, a war god, a moon goddess, an underworld god, a night goddess, a trickster god, a ruling deity, and a sun god.

Each deity has a religion, or cult, which provides certain benefits, including spells, in return for the devotion of the initiates. The interests of the cult are defined by the five *RuneQuest* skills necessary to be an initiate or priest. The benefits are visible in the spells provided. The data is arranged in the following fashion:

Name of Deity

Explanation of traits

Skills specially appropriate to the religion

Divine magic specialty spells

Spirit magic which the temple might be able to teach.

Agricultural Goddess

This goddess is the source of agriculture. She is often called the Grain Goddess since cereals are her most important gift, and she is often believed to be the daughter of the Earth Goddess. The Agricultural Goddess commands field crops, orchards, domesticated animals, and other elements related to regular and orderly sowing and harvesting.

Skills: Craft Iron or Wood (or any natural substance), Plant Lore, World Lore, Search

Divine Magic: Regrow Limb, Bless Crops

Spirit Magic: Heal, Second Sight, Shimmer, Vigor

Earth Goddess

She is the ancient elemental mother from which all life spawned and to which all life will return. She is capricious and unpredictable, and governs all the wild world where lurk Life and Death.

Skills: Climb, Animal Lore, Mineral Lore, Plant Lore

Divine Magic: Absorption, Command (snake, bear, swine, dog) Heal Body, Restore Health (all except INT)

Spirit Magic: Healing, Second Sight, Strength

Hunting God

This god taught men to use spears, bows, and traps to catch game. He also teaches the prayers to send the animal souls back to their origins, to be born and return again.

Skills: Missile Weapon, Listen, Devise, Track

Divine Magic: Command (almost any prey beast appropriate to the region), Sureshot

Spirit Magic: Binding, Mobility, Speedart

Moon Goddess

This changing goddess is the ruler of illusion, and of mysterious forces which come out at night. All artists feel an affinity to her. Her influence on tides and the sea makes her important to sailors.

Skills: Dodge, Fast Talk, Sleight, Listen

Divine Magic: Command (fear spirit, madness spirit, pain spirit, bat) all Illusions, Madness, Mindblast

Spirit Magic: Befuddle, Glamour

Night Goddess

This stygian spirit is cloaked in stars and rules the monsters of the darkness, but can also hide and protect her wards. She may rule, at least in part, the land of sleep and dreams as well.

Skills: Conceal, Listen, Hide, Sneak

Divine Magic: Absorption, Command (ghost, ghoul, hyena), Fear, Restore Health (INT only)

Spirit Magic: Darkwall, Second Sight, Demoralize, Silence

Ruling Deity

Pantheons are usually ruled by a single deity, or a pair of deities. This is usually, though not always, a male deity called King of the Gods. His domain is leadership decision, and the techniques which make his worshipers into leaders. Usually the Ruling Deity position is filled by one of the other deities described here.

Skills: Orate, Speak Own Language, Evaluate, Human Lore

Divine Magic: Shield

Spirit Magic: Detect Enemy, Glamour, Demoralize, Mindspeech

Sea God

This deity commands the rolling waves, the salty sea storms, and the creatures which dwell in the watery depths. Island peoples may believe him as strong as or more fundamental than the Earth Goddess.

Skills: Boat, Swim, Craft Wood, World Lore

Divine Magic: Breath Air/Water, Command (any specific sea creature), Float

Spirit Magic: Coordination, Protection, Strength

Storm God

This tempestuous deity is noted for his violence, the power of his thunderbolt, and the pleasant rains which he brings for crops. Frequently he defends the world from great monsters. Herdsmen worship him.

Skills: Jump, Primary Weapon Attack, Primary Weapon Parry, Speak Own Language

Divine Magic: Cloud Call, Lightning, Thunderbolt
Spirit Magic: Disruption, Mobility, Strength

Sun God

This great champion provides light and life to the world. His greatest tale is how he was killed and banished to the Underworld, but fought his way free again. His mortal enemy is the god of the underworld.

Skills: Evaluate, First Aid, Search, Scan
Divine Magic: Command (eagle, hawk), Cloud Clear, Resurrect, Sunspear
Spirit Magic: Farsee, Light, Lightwall

Trickster

The Trickster is a complex mythical figure. He may be a foolish imp, a rebellious demon, or the culture hero who first taught the use of language and fire.

Skills: Dodge, Fast Talk, Conceal, Sleight
Divine Magic: all Illusions, Reflection
Spirit Magic: Disruption, Glamour, Shimmer

Underworld God

The Keeper of the Dead and the Taker of Souls rules the Land Under the Earth, where live monsters and ghosts. He may be the cruel enemy of Life, or the wise keeper of the secrets from which Life springs.

Skills: Primary weapon attack, Fast Talk, Conceal, Hide
Divine Magic: Command (ghost, wraith, mummy, headhanger, harpy), Create Ghost, Resurrect
Spirit Magic: Dispel Magic, Extinguish, Second Sight

War God

He is the Victory Bringer and Slayer of Foes. He delights in slaughter and destruction; only arms and weapons interest him. In the dominant pantheon, he will protect the good against the evil.

Skills: Primary Weapon Attack, Primary Weapon Parry, Secondary Weapon Attack, Shield Parry
Divine Magic: Berserk, Shield, True (Weapon)
Spirit Magic: Bladesharp, Demoralize, Protection

Pantheons

Deities commonly are grouped together in associations called pantheons—in mythology such deities are more or less friendly with each other and are usually opposed by another (hostile) pantheon of deities who are believed to be evil and bad. In *RuneQuest*, certain labels designate the interrelations of deities.

Associated: These deities closely support each other and serve in the same pantheon.

Neutral: These deities have no formal relationship to the ruling pantheon or the enemy pantheon.

Hostile: These deities are formal enemies, and their worshipers are likely to always cause trouble when they meet.

The following is an example of what can be constructed from even these simple deities. The list concerns the dominant pantheon, its relations, and its relations to enemy deities.

Ruling Deity: Storm or Sun god.

Associate Deities: Agricultural Goddess, usually wife of the Ruler.

Hunter God, often the original civilizing influence on the peoples. Sometimes father of Agricultural Goddess.

Storm or Sun God, whichever is not Ruler, usually as son of the Ruler.

War God, usually a loyal son of the Ruler.

Neutral Deities: Earth Goddess, Keeper of the Wild, often the progenitor of everyone else.

Sea God, a greater god of nature wherever he touches.

Trickster, an ever-changing, unknowable creature.

Moon Goddess, an ever-changing, possibly knowable creature.

Hostile Deities: Underworld God, Night Goddess.

Spell Descriptions

For definitions of the terms used to describe the spells, refer to the Introduction to Magic Chapter.

Absorption

1 Point
Ranged, Temporal, Stackable, Reusable
Earth Goddess, Night Goddess

This spell absorbs enemy spells, converting them into magic points, and makes those points available to the caster. It also screens out the effects of Absorbed incoming spells.

Each point of Absorption soaks up any one point of divine magic, or any two points of sorcery or spirit spells. The Absorption spell will not soak up part of a spell. If the incoming spell has more total magic points than can be Absorbed, then it will take effect normally.

The magic points gained this way remain suspended within the caster's aura, usable as he wishes. When the spell expires, or is Dispelled, any magic points in excess of his current Power dissipate. Absorption is incompatible with Reflection, Shield, and Spirit Block.

Armoring Enchantment

1 Point
Ritual (Enchant), Stackable, Reusable
Common

Refer to the concluding chapter, Ritual Magic, for the effects of this spell.

Berserk

2 Points
Ranged, Temporal, Nonstackable, Reusable
War God

This spell sends the recipient into a murderous fury. Personal safety and all but the strongest loyalties are forgotten in the rage to destroy, but the stamina and the combat skills of the spell's target are greatly enhanced.

The Berserker's total hit points and hit points per location do not change as a result of this spell, though his player will succeed when attempting any CON roll unless a 96-00 is the result. A Berserker is preserved from incapacitation, shock, unconsciousness, or exhaustion. He will suffer all other deleterious effects of a location's loss as described in the Game System chapter of the Player's Book. All poisons will

Common Divine Spells

Spell	*POW Cost*
Armoring Enchantment	ritual
Binding Enchantment	ritual
Dismiss Magic	1 point
Divination	1 point
Excommunication	ritual
Extension	1 point
Find Enemy	1 point
Find (Substance)	1 point
Heal Wound	1 point
Magic Point Matrix Enchantment	ritual
Mindlink	1 point
Sanctify	1 point
Soul Sight	1 point
Spell Matrix Enchantment	ritual
Spellteaching	ritual
Spirit Block	1 point
Strengthening Enchantment	ritual
Summon (Species)	ritual
Warding	1 point
Worship (Deity)	ritual

Special Divine Spells

Spell	*POW Cost*
Absorption	1 point
Berserk	2 points
Bless Crops	1 point
Breath Air/Water	2 points
Cloud Call	1 point
Cloud Clear	1 point
Command (Species)	1 point
Create Ghost	1 point
Fear	1 point
Float	1 point
Heal Body	3 points
Illusory Motion	1 point
Illusory Odor	1 point
Illusory Sight	1 point
Illusory Sound	1 point
Illusory Substance	1 point
Illusory Taste	1 point
Lightning	1 point
Madness	2 points
Mindblast	2 points
Reflection	1 point
Regrow Limb	2 points
Restore Health	1 point
Resurrect	3 points
Shield	1 point
Sunspear	3 points
Sureshot	1 point
Thunderbolt	3 points
True (Weapon)	1 point

do only minimal damage to a Berserker. A Berserker will die from the loss of total hit points.

A Berserker doubles his attack percentage, and if his total adjusted percentage is greater than 100% then he may use appropriate rules for that competency, described in the Combat chapter of the Players Book.

A Berserker cannot cast magic, parry, or Dodge. Adventurers affected by the spell may not attempt to shake-off its effects before the normal duration of 15 minutes expires unless extenuating circumstances, as judged by the gamemaster, allow the Berserker to snap out of the battle rage before that. If ruled possible this requires an INT ×1 roll by the Berserker's player.

When the spell expires the Berserker will be exhausted. His current fatigue point total will equal -100 fatigue points, regardless of his normal maximum fatigue point total.

If Berserk is cast upon a target under the effects of Fanaticism, this spell takes precedence. They do not combine effects.

Binding Enchantment

1 Point

Ritual (Enchant), Stackable, Reusable

Common

Refer to the concluding chapter, Ritual Magic, for the effects of this spell.

Bless Crops

1 Point

Ranged, Instant, Nonstackable, Reusable

Agricultural Goddess

In the Spring this spell is cast upon an area of ground equivalent to that which a farmer can plow in a day. It will guarantee a minimum return of an average year's harvest the following fall.

Breath Air/Water

2 Points

Ranged, Temporal, Nonstackable, Reusable

Sea God

Castable on air-breathers or water-breathers, for the duration it allows the target to breathe as if it was in its own element while in the other.

Cloud Call

1 Point

Indeterminate Range, Temporal, Stackable, Reusable

Storm God

This spell brings or makes enough clouds to cover the area of sky that can be seen from the ground by the caster. Such a gathering of clouds may rain.

Each point of spell increases the cloud density by one percentile, as described in the World chapter of the Players Book. Also refer to that chapter for the effects of increased cloud cover.

Cloud Clear

1 Point

Indeterminate range, Temporal, Stackable, Reusable

Sun God

For the spell's duration, each point of this spell reduces the cloud density by one percentile. See the World chapter of the Players Book for cloud density and weather conditions, and compare with Cloud Call just above. The area of sky that can be seen from the ground by the caster is affected.

Command (Species)

Ranged, Temporal, Nonstackable, Reusable

2 Points

Earth Goddess, Hunting God, Moon Goddess, Night Goddess, Sea God, Sun God, Underworld God.

While it endures, this spell allows the caster to take over the actions and will of an unintelligent (fixed INT) creature. The caster must see (or be able to distinctly sense) the beast to cast the spell, and its magic points must be overcome by the caster's magic points. If successful then the creature will be in a special form of line-of-sight, telepathic communication with the caster. The caster must form a mental image of the actions that he wishes the creature to perform. Commanding a creature requires concentration of the caster for a full melee round.

Create Ghost

1 Point

Ritual Spell (Enchant), Nonstackable, One-use

Underworld God

The Create Ghost ritual must be performed over the body of a recently slain victim. The ritual tears the soul of the person from the way that the soul naturally follows after death, and causes it to appear at the location of its old body and attack the casting priest in spirit combat. If the spirit's magic points are brought to zero, it is turned into a ghost bound at that place.

Dismiss Magic

1 Point

Ranged, Instant, Stackable, Reusable

Common Spell

Cast at a target, this spell eliminates magic from it. Each point of Dismiss Magic cancels two points of spirit magic or sorcery, or one point of divine magic. Only the Intensity component of sorcerous spells needs to be overcome.

When cast against a general target, without specifying any particular effect or target, the Dismiss Magic will always first destroy defensive spells, beginning with the most powerful spell that it can affect. However, it may be successfully cast against a specific spell if the caster can magically discern or can otherwise guess the specific spell.

Divination

1 Point

Ritual Spell (Ceremony), Stackable, Reusable

Common

This Ceremony ritual spell must be used in either a temple of the caster's deity or in a Sanctity-spell-blessed area which is undisturbed for the duration of the Divination.

This spell allows the caster to communicate with his deity. For each point of the spell cast during the Ceremony, the communicant may ask a simple question and he or she either will receive an answer of up to seven words or a brief vision or dream of the answer. This procedure requires one hour per point of Divination used.

The gamemaster should privately roll D100 whenever a player requests an answer to a Divination. If the roll is greater than the caster's POW ×5, then the caster failed to interpret the answer or dream properly and the gamemaster must make up a misleading or puzzling answer.

The beginning of this chapter contains a lengthy discussion of the merits and limitations of Divination. Gamemasters must read that discussion before answering calls for Divination or divine intervention.

Excommunication

1 Point

Ritual (Ceremony), Stackable, Reusable

Common

This spell can sever the mystical link that an initiate establishes with a god, causing the target of the Excommunication to immediately and irrevocably lose all divine magic from the caster's religion. Excommunication must be cast by a priest, and requires an hour to complete.

Extension

1 Point

No Range, Temporal, Stackable, Reusable

Common

This spell extends the duration of any temporal divine magic spell which has a normal duration of 15 minutes. The Extension spell and the spell to be Extended must be cast by one person in the same melee round, and are considered to be cast simultaneously for all game functions. This spell and the Illusion spells are the only exceptions to the rule that just one Divine spell can be cast per melee round.

The first point extends the spell to 30 minutes. Each additional point doubles the extension—an Extension 2 extends a spell to a 60 minute duration, and so on. Reusable spells that are extended cannot be regained at a temple until the spell's duration expires.

Fear

1 Point

Ranged, Instant, Nonstackable, Reusable

Night Goddess

This spell causes intense, incapacitating fear to well up within the target. To be effective, the caster must overcome the magic points of the victim. This spell is ineffective against unconscious victims or against victims without INT. The degree of success in overcoming the victim's magic points determines the effect of this spell. Once cast, the effects of Fear cannot be dispelled.

Fear Spell Table

Roll	*Result*
Critical	Victim dies of fear.
Special	Victim collapses for 20 minus CON full turns, and must make a CON ×5 roll or die as above.
Success	Victim acts in all ways as Demoralized (see spirit spell description) for 20 minus CON melee rounds.
Failure	Normal INT creatures are unaffected. Restricted INT creatures are Demoralized for 20 minus CON melee rounds.
Fumble	Victim is unaffected.

Find Enemy

1 Point

Ranged, Temporal, Nonstackable, Reusable

Common Spell

This spell alerts the caster to danger. The caster psychically knows of anyone within the spell's range who intends to harm him, whether or not the lurker can be seen. The caster

may also designate another person to receive the spell's protection. In this case both the caster and the target psychically know who are the target's enemies.

Interposing a meter of any solid substance between the caster and an enemy potentially seen blocks the effects of this spell.

Find (Substance)
1 Point
Ranged, Temporal, Nonstackable, Reusable
Common Spell
This spell informs the caster of the presence of the substance sought—the slight, identifying glow can be seen only by the caster. This spell can detect hidden objects made of the substance unless they are beyond one meter of stone, soil, or metal. The caster will be aware of the presence of the object for the duration of the spell.

Float
1 Point
Ranged, Temporal, Stackable, Reusable
Sea God
Each point of this spell lifts 100 kg to just below the surface of the water. Heavier objects will not float, though they will sink more slowly than they would if the spell had not been cast. Lighter objects will be raised to be about halfway out of the water, bobbing about.

Heal Body
3 Points
Touch, Instant, Nonstackable, Reusable
Earth Goddess
This spell cures the total damage done to a body, regardless of hit location. The player of the affected character simply erases all damage from total hit points and limb hit points. Heal Body will not, however, regrow or heal a maimed or severed limb.

Heal Wound
1 Point
Touch, Instant, Nonstackable, Reusable
Common
This spell repairs damage done to a living creature's hit points. It will work equally well on any living thing, whether complete or incomplete, as long as it has hit points. This includes such things as people, animals, plants, intelligent weapons, or certain otherworld creatures.

The spell converts magic points into hit points. The caster must simultaneously cast a number of MP equal to the points to be healed. This spell cures the damage in the location being touched as well as total hit points.

Illusions:

Once an illusion has been magically created it becomes a part of reality, however temporary. Illusions cannot be disbelieved. An illusion with substance can do damage and can be damaged.

The six spells below can be combined in any manner desired by the caster to create simple or complex illusions as desired, remembering that all uses of illusion are subject to the guidance of the gamemaster.

Illusion spells other than these certainly exist in the myriad universes of fantasy—usually they are merely complex combinations of the following spells.

If an illusion is cast upon an already-moving object, the illusion will move with the object. A sound illusion cast upon a noisy target will mask contradicting noises, and the same is true with contradicting tastes, smells, sights, etc. The following table suggests some standards for sense-related illusions.

Intensity	*Odor*	*Taste*	*Sound*
1	rose	water	whisper
2	smoke	banana	conversation
3	perfume	lemon	shout
4	ammonia	whiskey	gunshot

Along with the spell Extension, Illusion spells are the only exceptions to the rule that only one divine magic spell can be cast during a melee round.

Illusory Motion
1 Point
Ranged, Temporal, Stackable, Reusable
Trickster, Moon Goddess
Within range, this active spell animates illusions and moves them as desired by the caster. Each additional point of the spell allows the illusion to be moved at an increasing rate of 3 meters per melee round. The caster has a chance of manipulating the illusion equal to his DEX ×3.

Illusory Odor
1 Point
Ranged, Temporal, Stackable, Reusable
Trickster, Moon Goddess
This spell reproduces a single scent from the caster's memory. Since odor perception is the same for all species, this spell can fool other creatures. Three points or move of this spell forces the player of an adventurer encountering the odor to make a resistance roll of the adventurer's CON against the odor. Failure indicates the adventurer is overcome by nausea until the roll succeeds during some later melee round.

Illusory Sight
Ranged, Temporal, Stackable, Reusable
Trickster, Moon Goddess
This spell creates a visual illusion which registers upon light-sensitive organs. Each point of the spell will cover a volume of SIZ 3. One casting of the spell can completely cover a small child; if one point were used to create the illusion that an adult was covered in armor plate, only a portion of the adult would appear to be covered by armor.

Illusory Sound
1 Point
Ranged, Temporal, Stackable, Reusable
Trickster, Moon Goddess
The sound created with this spell must be specified as to nature, duration, and intent at casting. The gamemaster should rely upon the player's stated intent instead of the specified noises. If the character wishes to change the sound, he must cast another use of the spell.

Illusory Substance
1 Point
Ranged, Temporal, Stackable, Reusable
Trickster, Moon Goddess
This spell adds 1 SIZ (about 6 Kg) to the solid matter of an

Illusion per point. For purposes of combat 1 SIZ point equals 1 hit point.

An illusion with Substance can do damage. One point of Substance can do 1D3 points of damage; two points can do 1D6 points of damage; and four can do 2D6. Each additional 2 points will do further 1D6 damage.

For an illusion with Substance to do damage the target must either strike himself with the illusion (such as walking into an illusionary fire), or Motion must be combined with the Substance to give the caster fine control.

Illusory Taste

1 Point

Ranged, Temporal, Stackable, Reusable

Trickster, Moon Goddess

This illusion creates a single taste covering about 1 SIZ of material. The taste created must be familiar to the caster, though the target will react to the taste as its experience dictates. If the target of the illusion cannot taste things, then this spell will have no effect.

Lightning

1 Point

Ranged, Instant, Stackable, Reusable

Storm God

A blast of crackling energy projects from either the hand of or some device of the caster (a spear, wand, sword, etc.) toward the target. Each point of Lightning used will cause 1D6 points of damage to a single hit location if the caster overcomes its magic points with his own. No armor protects against this damage, but spells which defend against physical attack will be effective. The Lightning discharge is very bright and will set afire dry, flammable materials.

Madness

1 Point

Ranged, Instant, Nonstackable, Reusable

Moon Goddess

If the caster of this spell overcomes the magic points of the target with his own, then the target suffers the effects given on the table below. The severity of the result depends on the degree of success of the caster's attack. Once the spell has been cast its effects cannot be dispelled.

Madness Effect Table

Success Level	*Effect on Target*
Critical	Lose 1D4 INT permanently, and roll again for precise result which lasts 30 minus POW days.
Special	Paranoia. Victim attacks nearest person as if Fanatic (see spirit spell Fanaticism) for 30 minus POW minutes.
Success	Catatonia. Victim collapses for 30 minus POW minutes and cannot be awakened.
Failure	No effect on normal INT creatures; restricted INT creatures confused for 30 minus POW minutes.
Fumble	Victim is unaffected.

Magic Point Matrix Enchantment

1 Point

Ritual (Enchant), Stackable, Reusable

Common

Refer to the Ritual Magic Chapter concluding this book for the effects of this spell.

Mindblast

2 Points

Ranged, Instant, Nonstackable, Reusable

Moon Goddess

This spell destroys the INT of the target if the caster overcomes the target's magic points. This effect lasts that number of days equal to half of the caster's POW (round up any fraction), and cannot be dispelled. If the caster achieves a special success in overcoming the target's magic points then he also does 1D6+2 points of damage to the target's head.

Mindlink

1 Point

Ranged, Temporal, Stackable, Reusable

Common

Each point of this spell allows mind-to-mind communication between two people. It must be cast upon both people at once. It allows the transmission of conscious thoughts, magic points, and spell knowledge.

Mindlink may be stacked so that several sets of two people are linked together, so that several pairs of people are independently linked in pairs, or so that one central person is linked to many people who are not otherwise linked. One point of Mindlink will link two characters. If person A is linked to person B and person C, B and C are not linked.

Any participant in a Mindlink may use the spell knowledge and the magic points of other participants without their consent, though they must willingly consent to being included in the Mindlink in the first place.

Consequently this spell may endanger participants perhaps otherwise safe. INT- or morale-affecting spells (Mindblast, Befuddle, Demoralize, Stupefy) cast against one member of the Mindlink will attack all those connected by means of a single resistance roll. Example: a 12-magic-point attacker casts at a target with 14 magic points. The attacker's player needs to roll 40 or less on D100 for a success, and gets a 37. The target is Demoralized. But the target's friend, who was in Mindlink with the target, has 15 magic points: he is not Demoralized because his magic points were not overcome.

Although the participants in Mindlink share magical energies and conscious thought, they maintain separate identities and retain their respective INT and POW for all game purposes. Mindlink does not reveal hidden thoughts, unconscious urges, or permanent spell knowledge. It cannot be used to teach a spell. Adventurers in the link defend against spells with their own magic points. Any person can leave the link at any time. Mindlink remains in effect as long as the participants are within spell range of each other.

Reflection

1 Point

Ranged, Temporal, Stackable, Reusable

Trickster

This spell reflects spells which fail to overcome the magic points of the protected being. The next strike rank, the reflected spells attack their caster. The magic points of the

reflected spell attack are equal to caster's at the time the spell was originally cast. They are compared to the current magic points of the caster (after the spell was cast) in a resistance contest. If the spell overcomes the caster's magic points, he or she suffers the spell's effects.

This spell reflects 2 points of spirit or sorcerous magic, or one point of divine magic, per point of Reflection stacked in a single spell. The effects of Reflection do not work at all if the incoming spell is too powerful.

Regrow Limb

2 Points

Touch, Special Duration, Nonstackable, Reusable

Agricultural Goddess

This spell regrows a severed or mangled limb. The gamemaster should roll D100 whenever a limb is lost. The result shows how much needs to be regrown—at the rate of 10% per game-week if the spell is applied within 10 minutes of damage, lengthening to 10% per game-month thereafter. This spell does not heal damage, so that the regrown arm must naturally heal or be otherwise magically aided.

Restore Health (to characteristic)

1 Point

Touch, Instant, Stackable, One-use

Earth Goddess

This spell restores characteristic points that have been lost to disease or to the effects of the sorcery spell, Tapping. This spell does not cure any disease that may be present.

Each point of Restore Health restores one point of the specified characteristic. Use of this spell can restore characteristic points only up to their original value, as determined when the character was first created.

There is a specific Restore Health spell for STR, CON, SIZ, INT, DEX, and APP. There is no spell for POW or for attributes.

Resurrect

3 Points

Ritual Spell (Ceremony), Nonstackable, One-use

Sun God, Underworld God

This Ceremony ritual spell allows an adventurer to be restored to life. First the body must be healed to a level of at least 3 positive hit points. If the body is dead from disease, the disease must be eliminated or the Resurrect will be futile.

This spell summons the deceased spirit to approach its former body. The caster of the spell can then start spirit combat with the deceased. If the initiate or priest succeeds in causing the deceased to lose magic points, then he can force the spirit back into the body and to return to full life. If the caster fails, the soul is lost to death.

Each day after the first that the dead adventurer stays dead permanently reduces his current STR, CON, DEX, and APP characteristics by 1D3 points. When any characteristic is reduced to zero or less, then that character is irrevocably lost. Thus a death from loss of a characteristic is not resurrectable.

Sanctify

1 Point

Ritual Spell (Ceremony), Stackable, Reusable

Common

This spell blesses the volume of a 10-meter-radius sphere. Cast on level ground, one hemisphere will roughly be in the air, and the other within the earth. The boundary of the volume slightly shimmers in bright light. Anyone within any portion of the sphere is considered to be completely within it. The Sanctified sphere is not detectable by trolls' dark sense, touch, or heat detection. If Non-initiates, spells, or spirits cross the boundary, the caster immediately will be alerted to their presence.

Ceremonies are performable within a Sanctified area that normally can be cast only in a temple.

Additional points of Sanctify increase the area of protection by half. Thus a 2-point spell protects a 15-meter radius area, a 3-point spell protects a 22.5-meter radius, and so on.

Shield

1 Point

Ranged, Temporal, Stackable, Reusable

Ruling God, War God

This spell protects the wearer from damage. Each point of Shield gives the wearer 2 points of magical armor and 2 points of Countermagic (equivalent to the spirit magic spell). The effects of this spell are cumulative with either Protection or Countermagic.

To get past a Shield spell, a spirit or sorcery spell must be at least one point stronger than the defense of the shield. This spell does not dissipate when breached. It remains in effect for the full 15 minutes or until it is destroyed with Dispel, Neutralize, or Dismiss magic.

Shield is incompatible with Absorption, Reflection, and Spirit Block. If cast on a target already protected by Countermagic, the Countermagic will be Dispelled before the Shield, if possible.

Cormac's Saga

In a combat, Cormac's priestess casts Shield 2 on him. Fearing the enemy shamans, Cormac stiffens his magical defenses with a Countermagic 3. Thus his total Countermagic defense is 7.

An enemy warrior targets Cormac with a Disruption boosted by 9 magic points. This overcomes his magical protection and Cormac suffers 1 point of damage from the spell. The Countermagic spell disappears, since it was overcome, but the Shield spell remains.

Soul Sight

Ranged, Temporal, Nonstackable, Reusable

Common

This spell allows the recipient to see both the POW aura of the living and to magically know the actual current magic points of other things and creatures, including the amount devoted to currently in-effect spells (such as defensive spells).

The recipient can also tell if a person viewed through this spell is an initiate; and if so, whether the initiate is active or not. This spell will not reveal if a person is a priest.

Spell Matrix Enchantment

1 Point

Ritual (Enchant), Stackable, Reusable

Common

Refer to the Ritual Magic chapter concluding this book for the effects of this spell.

Spellteaching

1 Point

Ritual Spell (Summon), Nonstackable, Reusable

Common

Through the use of this ritual the priest or initiate can summon a cult spell spirit from which a spirit spell can be learned. This ritual must be undertaken within a temple or other holy place, and the recipient of the ritual must be pres-

ent for the ritual's entire duration. Other than the need for this special ritual, the process of learning a cult spirit spell is the same as is described in the Learning Spells section of the Spirit Magic chapter.

Spirit Block

1 Point

Ranged, Temporal, Stackable, Reusable

Common

Each point of this spell adds 10 points to the defensive value of the recipient's magic points versus spirit combat. It does not alter the recipient's attack chances. If the magic points of the attacking spirit fall below the value of the Spirit Block then they become unable to interact with the protected recipient. This spell is incompatible with Absorption, Reflection, and Shield.

Strengthening Enchantment

1 Point

Ritual (Enchant), Stackable, Reusable

Common

Refer to the Ritual Magic chapter of this book for the effects of this spell.

Summon (Species)

2 Points

Ritual (Summon), Nonstackable, Reusable

Common

Refer to the Ritual Magic chapter of this book for the effects of this spell.

Sunspear

3 Points

Ranged, Instant, Nonstackable, Reusable

Sun God

This spell works only in direct sunlight. When cast, a shaft of sunfire blasts one caster-designated target. The target must be visible to the caster. Without needing to overcome magic points, a 1-meter-diameter cylinder of damage descends upon the target.

Every living thing within the circle receives 4D6 points of damage to its total hit points. The target's thinnest armor only will protect against this damage; spells are ineffective.

Sureshot

1 Point

Ranged, Temporal, Nonstackable, Reusable

Hunter God

This spell is cast upon a missile weapon. Unless the adventurer's player rolls a 96-00, the adventurer's missile automatically hits—regardless of movement, range (as long as it is within maximum missile range for the weapon), concealment, etc. Any chance for a critical, special, or fumble result is based on the adventurer's own missile skill. Successful hits made using Sureshot do not qualify for experience checks. This spell is compatible with Speedart or Firearrow. It can be combined with Multimissile, but only the real missile is affected.

Thunderbolt

3 Points

Ranged, Instant, Stackable, Reusable

Storm God

This spell draws a bolt of divine energy from the stormclouds and directs it at a specified target, without needing to overcome the target's magic points. The sky must have a cloud cover of at least 51% (see the Weather section in the World chapter of the Players Book). Each additional point of spell adds another target that can be affected.

This spell does 3D6 points of damage directly to hit points. Neither armor nor spells that protect against physical damage are effective against this spell, though countermagic will work.

True (Weapon)

1 Point

Ranged, Temporal, Nonstackable, Reusable

War God

Cast on a specified melee weapon, this spell doubles the normal damage done by the weapon. Any damage modifier accorded the wielder of the weapon due to exceptional SIZ or STR is not affected. The player of the weapon-wielding adventurer should roll the weapon damage dice twice and total the results.

Warding

1 Point

Ritual (Enchant), Stackable, Conditionally Reusable

Common

This ritual spell creates an area of safety for those inside. It requires four wands exactly 15 centimeters long as props. The wands can be made of any material, and can be so spaced as to enclose a maximum area of up to 81 square meters. The spell extends into the air for 3 meters, and underground to the depth of the prop stakes.

The activated wands connect invisibly to form a barrier detectable only by magical means. The protection afforded by the Warding is initiated when physical or spirit enemies of the caster cross the barrier, or when a spell is cast across the barrier from the outside. When this happens a loud noise (a keening, whistling, booming, etc.) begins which may be suppressed by the casting priest.

Each point of Warding counts as 1 point of Countermagic (see the spirit magic description) against spells cast across the barrier, 2 points of Spirit Resistance (see the sorcery spell description) against outside spirits, and it does as well 1D3 points of damage, ignoring armor, to one hit location of any corporal enemy that crosses the boundary.

Alternatively, the added points of Warding can be used to increase the area protected: an additional point will cover up to another 81m square, 2 more points will cover another 162m square area, and so on.

The Warding spell will remain in effect until the props are removed. Anyone but the caster who attempts to touch the stakes will touch off and be affected by the spell. But after suffering the Warding's effect, the sufferer can then remove the stakes. If the caster pulls up the stakes, he regains the use of his spell with proper prayer. The stakes need not be visible to work.

Worship (Deity)

1 Point

Ritual (Ceremony), Nonstackable, Reusable

Common

This Ceremony ritual spell allows a priest to lead a formal worship service to the deity specified. If this service is held on Sanctified ground or temple on a holy day of the god, then it will allow the priests a POW gain roll. If held on the High Holy Day, it will allow all priests and initiates to attempt a POW gain roll.

Sorcery

Sorcery is not easily mastered by an adventurer. Each sorcery skill must be developed individually, and effective sorcery spells frequently require the use of many magic points.

Sorcerers perceive an impersonal universe. But they also believe that among its immutable laws there are exploitable qualities. Sorcery is the most flexible approach to *RuneQuest* magic, and its spells potentially are the most powerful. Sorcerers can alter the basic characteristics of their spells. Sorcerers learn to summon many types of creatures to do their bidding and act as their familiars. They can increase the range, duration, and strength of their spells with a skill roll—and the expenditure of considerable magic points.

Barbarian, nomadic, and primitive cultures never spawn sorcerers. Only civilizations contain the degree of literacy needed to study and to pass on such information. Sorcerers do, on occasion, choose to live among barbarians, nomads, or primitives.

Learning Sorcery

Anyone may learn sorcery by convincing someone to teach him or her the sorcerous spells and skills, and if he or she meets the requirements for training.

To learn the sorcery spells and the sorcery skill Intensity, the applicant must become a student. In regions where sorcery is the dominant practiced magic, every local resident is or was a student of local sorcerers. By accepting students, the sorcerer gains a steady supply of helpers and assistants, and the people gain regular training in spells and skills.

A student showing great promise might be invited to deepen his commitment to sorcery and become an apprentice. A proficient apprentice who successfully creates a familiar becomes an adept — the normal sorcerer. An adept who masters his spells and skills may become a magus, a self-proclaimed position of great capacity and danger.

Many students and apprentices find that either they do not want to or cannot continue their study of sorcery: if the apprentice or student has paid his master what is due him, then he usually may leave the teacher without fear of recrimination.

If the student or apprentice has injured, insulted, or stolen from his teacher, then he may have made a dangerous enemy. At the least, the teacher may send his familiar to watch the malcontent, causing him trouble at the most inopportune moments. At the worst, a master sorcerer may unleash a powerful disabling spell or curse against the violator.

Students

Students learn individual spells, the Ceremony ritual, and the sorcery skill of Intensity. Generally a student comes to the sorcerer only to learn the sorcery spells. He will not have devoted his life to sorcery, intending to use the spells in daily life. Unless the student remains full-time with the sorcerer (trying to be accepted as an apprentice), he will pursue another occupation in between learning spells. The sorcerer holds no claim over the student except when the student must work for the sorcerer in exchange for the privilege of learning the spells.

An adventurer whose parents were sorcerers can choose to continue studying this arcane art as long as he has a positive magic bonus—even if he would not qualify to be a sorcerer if he was born into another occupation or culture. But an adventurer who has a negative magic skills category modifier cannot become a student or apprentice. If such an adventurer manages through *RuneQuest* play to raise his magic skills modifier to a positive number, then he may study sorcery.

To be accepted as a student, a stranger must befriend a sorcerer and ask to be accepted—this will take 2D6+2 weeks. He must have a positive magic skills category modifier. He also must be able to make the traditional gift to the sorcerer of at least 100 pennies. He must vow obedience to the sorcerer while a student. Finally, his player must successfully make a D100 roll of the applicant's POW ×5 or less.

The gamemaster should be consulted if an adventurer is searching for a suitable teacher. Sorcerers are fairly common in civilized societies (50% chance of finding a teacher per year), but are rare in primitive, nomadic, or barbarian cultures (10% per year chance).

Cormac's Saga

Nikolos was born and raised in the outskirts of Byzantium. His father was a small merchant with a profitable and secure trade route along the Sea of Marmara, past Selymbria, Perinthus, and Abdera to Appolonia. Though rarely home, the seasonal visits of the father were a delight: he always had fantastic presents for young Nikolos and his elder brothers.

Nikolos first became friends with Old Naws, the village sorcerer, when the sage told his evening tales to the village children. Naws noticed Nikolos, too: his quick wit, strong aura, and average coordination. The old man was pleased when Nikolos showed an extraordinary interest in the arcane arts. He was even more pleased when he learned that Nikolos' father had an open mind, and tolerated sorcerers in the family. (Sorcerers have a reputation for dangerous and irresponsible activities, as well as being cheats.)

Many months later, Nikolos' enthusiasm and repeatedly successful Fast Talks convinced his father to talk to the sorcerer and give the 100-penny traditional gift. Nikolos' player rolled 11 on D100, easily under Nikolos' POW ×5 (75). Thus Nikolos' father and Old Naws came to an agreement about Nikolos' future. The sorcerer began teaching his new student the fundamentals of sorcery.

Duties and Restrictions

A sorcerer may teach up to seven students at a time. A student does drudge-work for a sorcerer and pays him a small fee in exchange for lessons in the art of sorcery. Promising students assist in more important tasks and may eventually be asked to become apprentices.

Benefits

The student is taught certain mundane skills, common sorcery spells, and the sorcery skill of Intensity manipulation.

If the student lives in an area in which sorcery is prevalent, he or she will automatically receive 1D3-1 sorcery spells at age 15. For each five years of service (or fraction thereof) he or she will receive one additional free sorcery spell. Of course, a student can pay for additional training. A student's beginning chance to successfully cast a spell is equal to a roll of 1D6 plus the student's magic skills category modifier.

In addition, each student receives per year a 1 percentile increase in his Intensity or Ceremony or World Lore skills (the player's choice), a 1 percentile increase in Enchant or Summon, and 2 percentiles to be allocated to any spell or spells.

Apprentice

By becoming an apprentice, a student decides to devote his time and attention to the study of sorcery and to the understanding of the world necessary for the casting of complex spells. As a student, he began learning to manipulate the Intensity of his spells; now he also can begin work on Range, Duration, and Multispell. An apprentice is a formal assistant to the sorcerer. In exchange for regular service, the sorcerer reveals basic secrets of the world and of spell manipulation.

Applicants must satisfy the following requirements to be accepted as apprentices: be a student for at least a year; have a magic skills category modifier of +10 percentiles or better; know Read Own Language at 25% or better; know World Lore at 25% or better; know Intensity at 25% or better; and the apprentice's player must make a D100 roll equal to or less than his adventurer's POW ×3. If successful, the applicant must then cast harmlessly all of the divine magic spells he has; then sacrifice one point of current POW to either the sorcerer's familiar or the sorcerer as part of an apprentice bonding ritual.

If the applicant meets these requirements, then he has been accepted as an apprentice by the sorcerer. A competent student will be considered for the post of apprentice once per year.

Duties and Restrictions

Each apprentice must spend 90% of his time performing duties, studying, and maintaining his sorcery skills. This involves many forays into the world, both to learn about it and to find opportunities to practice his skills. A gamemaster can construct many *RuneQuest* adventures involving one or more apprentices performing duties for their master. (In a 52-week year, an apprentice has 47 weeks committed to duties, and has 5 free weeks.)

From this time forward an apprentice is limited to a DEX ×3 maximum in all manipulation, weapon, stealth, and agility skills. Any such skills already known above that level cannot increase at all.

The point of POW sacrificed in the apprentice bonding ritual creates a special bond either with the master or the master's familiar—necessary for instruction in the deeper secrets of sorcery. Consequently, the master or the familiar will always be able to find or issue a gentle call to the apprentice at need. This bond is not like Mindlink: neither sorcerer nor familiar can read the apprentice's mind, use his magic points or spells, or influence his actions in any way through this bond.

Cormac's Saga

Nikolos was finally successful in his quest to become an apprentice. Now he won't be able to practice his manipulation, weapon, stealth, or agility skills as much as before. His DEX of 10 holds his skill increase in them to 30%

It did feel strange, petting Naws' old goat, and Nikolos felt a little woozy after sacrificing to him. Did that goat really wink at him?

Benefits

An apprentice can study the other sorcery skills and rituals more intently than can a student. Further, upon acceptance the master will teach the apprentice 1D3 sorcerous spells for free, chosen by the gamemaster. The exotic spells are rarely given freely, even to favored apprentices. They are usually found as treasures.

Each year thereafter the apprentice gains one spell, 3 percentiles in any ritual, 2 percentiles in his Intensity skill, 4 percentiles in any other sorcery skill, and 5 percentiles in his spell casting skills. These percentiles may be assigned as the player of the apprentice desires.

Other skill percentiles commonly gained by apprentices are listed in the apprentice occupation description provided in the Creating An Adventure chapter of the Players Book.

Adept

An adept has proven to his mentor that he is a capable sorcerer and that he understands the world sufficiently to be able to leave his master and to learn on his own. Not all adepts choose to leave; indeed many remain for decades. However, as most good teachers realize, one person can only teach so much. To truly master sorcery, the adept should travel the world, meet and learn from other sorcerers and the world itself.

To become an adept, an apprentice must satisfy certain requirements in order to convince his master that he is ready to advance: he must have been an apprentice for seven years; he must know one ritual or lore at 75% or better; he must know two sorcery skills at 75% or better; he must know two sorcery spells at 75% or better; and his player must roll D100 equal to or less than the apprentice's POW ×2. The POW roll simulates the master sorcerer's perception that the apprentice is ready to advance. This roll may be made once per year after seven years of apprenticing.

Once the POW roll is successful, the sorcerer gives the apprentice several weeks of special instruction. During this time the sorcerer reveals the secrets of creating a familiar. An apprentice cannot become an adept until he has created a familiar.

To create a familiar, an apprentice must make an incomplete creature into a complete creature (see the beginning of the Creatures book for full definitions—in essence an incomplete creature lacks or is restricted in one or more of the seven characteristics which every adventurer has). The less complete the being, the more expensive in characteristic points that it will be to make that creature complete. See the Create Familiar (characteristic) spell later in this chapter for full procedures. If the ritual is successful then the apprentice has his familiar and has become an adept.

Duties and Restrictions

The primary responsibility of an adept is to himself, to increase his ability in the sorcerous skills and spells. He must seek new sources of knowledge, and look for promising new students who will relieve him of some of his mundane burdens.

An adept must spend only 75% of his time studying and maintaining his skills. This amounts to 39 weeks of a 52-week year. The rest of his time may be spent traveling, adventuring, researching, training, or working for or learning from another sorcerer.

The time which his profession demands in turn limits an adept to a maximum of DEX ×4% proficiency in all manipulation, weapon, stealth, and agility skills.

The bond which was created between the apprentice and master or familiar will always exist, and aid from an adept may be requested decades later by his former master.

Benefits

Most importantly, the adept gains the advantages of the familiar: continual Telepathy with the familiar up to a distance of ten kilometers; use of the familiar's INT in which to store additional spells; use of the familiar's magic points to power spells; knowledge of the apprentice bonding ritual spell.

The INT of the familiar cannot be used to manipulate sorcery spells. The POW or the magic points of the familiar will in no way increase the magic resistance of the sorcerer, except that the sorcerer can use the magic points of the familiar first and thus preserve his own magical defenses.

The adept is free of many ties to his old mentor, if he chooses and if he feels ready. The teacher will encourage the adept to travel the world and learn its ways.

If the adept meets other sorcerers and desires to learn from them, he can make the customary trade of equal duty time for time spent in training or research.

He also can accept students and apprentices, and thereby create islands of friendship in the other imperturbable universe. Some day his need may be great, and every ally will be vital.

Magus

Few are capable of judging the skill of a magus. When the adept feels skillful enough to defend the position, he titles himself 'magus.' A magus is a master sorcerer, powerful, capable, and equipped with deadly magics. He recognizes as superior only another magus more capable. His sole responsibility is to his students and apprentices, who provide him with a comfortable living in exchange for the privilege of receiving his knowledge.

A magus normally is 100% in all of his sorcery skills and favorite spells.

Duties and Restrictions

The primary responsibility of a magus is to pass on his knowledge to his students and apprentices.

A magus must spend half of his time maintaining proficiency in his sorcery and skills. The rest of his time can be spent as the magus sees fit, teaching students and apprentices, working his magics, researching his skills, or traveling and adventuring.

The time spent maintaining his sorcerous skills limits a magus to a maximum of DEX ×5% proficiency in all manipulation, weapon, stealth, and agility skills.

Benefits

A magus earns income from students and apprentices, and is also qualified to learn any spell that he can find.

Sorcery Use

There are three aspects to sorcery: rituals, spells, and skills. Full discussion of ritual magic is found in the next chapter, Ritual Magic, in this book. The rest of this chapter is composed of the spells and skills of sorcery.

Spell Concepts

A user of sorcerous magic has a percentage chance to successfully cast spells, which is increasable through experience. His spell-manipulating skills allow him to alter the casting range, duration, intensity, and

number of spells cast. His proficiency in such skills can be increased only by research or training.

Spell Limits: All sorcery spells cost one magic point each to cast (unless the spell is manipulated), and each requires one point of INT to memorize. If not otherwise indicated, the casting range of all spells is 10 meters, and the duration of effect of all spells is 10 minutes (50 melee rounds).

Memorizing Spells: Any number of sorcery spells can be learned by any one sorcerer, provided that he can find a teacher to teach him or a book from which he can learn. Each memorized spell requires allocation of one point of INT for that purpose. A sorcerer may never learn more spells than he has INT. However, sorcerers also require INT to use their sorcery skills (see the Introduction to Magic chapter, Spells and Memory section).

Learning New Spells: New spells can be gained through training under another sorcerer or through researching an ancient scroll or book that contains spells.

Being taught a spell by a teacher requires 100 hours of study. Payment for this study is 200 hours of work or that number of pennies equal to three weeks of the student's normal wages. At the end of the study period the player must roll D100 equal to or less than the character's INT ×3. If the roll is successful, then the sorcerer has learned the spell and has a beginning percentage in the spell of 1D6 plus his magic skills category modifier. A failed roll indicates that the adventurer failed to learn the spell and must repeat the entire procedure.

Learning spells through research requires 500 hours per spell, and then a player must succeed with a D100 roll equal to or less than the character's INT ×3. Upon learning the spell, initial skill in it is 1D6 plus the adventurer's magic skills category modifier.

Cormac's Saga

Nikolos has spent his savings, 2500 pennies, to buy two fragments from the Grimoire Malcontente. The money was well-spent. The pages contain two spells and a portion of a third: Skin of Life, Tap Strength, and a portion of the Homing Circle enchantment.

Nikolos considers the spells carefully. Any Tap spell is tempting, but his teacher always said that any sorcerer who Taps is evil. Nikolos doesn't think of himself as evil, so he'll let that one be for the moment. Skin of Life is a worthwhile spell. The third spell is incomplete and therefore unusable. Maybe Nikolos will find the rest of the spell in a future treasure.

To learn the Skin of Life spell, Nikolos must study for 500 hours. This study may be spread over several months. At the end of the time Nikolos' player rolls the percentile dice to obtain a result less than Nikolos' INT ×3. He rolls a 21, success, and now Nikolos knows the spell.

Increasing Spell-Casting Ability: An adventurer can increase his or her ability to cast sorcery spells through the use of the Ceremony ritual and through a standard experience check. Using the Ceremony ritual to temporarily increase a magician's spell casting skill is described in the Ritual Magic chapter.

Concentration: Sorcerers must maintain concentration when casting spells. This limits them to no more than a simple nod or shake of the head in response to simple questions, a movement rate of no more than a half-meter per strike rank, and no Dodge or Parry in response to physical attacks while casting. If a sorcerer sustains damage while casting a spell, his player can try to roll D100 equal to or less than the caster's INT ×3 to maintain adventurer's concentration. If a sorcerer's concentration is broken while he is casting a spell, then the spell is automatically aborted. A sorcerer automatically loses his concentration if he goes into shock or unconsciousness.

Aborting a Spell: A sorcerer can abort the casting of his spell at any time. He loses the time spent in the casting plus one magic point. A spell once cast ordinarily cannot be aborted, although an active spell can be stopped by deliberately shifting concentration.

Boosting Spells: A sorcerer may boost his spells by adding additional magic points to the spell. This may help the spell overcome defensive magics. Each additional magic point added to the strength of a spell increases the time needed to cast the spell by one strike rank. Abortable spells that are boosted can be aborted without loss of additional magic points.

Incompatible Spells: Some spells cannot be cast on the same target without use of the Multispell skill. When a spell is cast on a target which is already influenced by an incompatible spell, then only the spell with the greater magic point value takes effect. If the spells are of equal value, then the already-existing spell remains in effect.

Combining Spells: Different spells cast by the same sorcerer cannot be combined unless he uses his Multispell skill. Spells cast by different sorcerers cannot be combined at all.

Sorcery Skills

With sorcery skills a sorcerer can alter the basic qualities of a spell—he can manipulate the intensity, range, and duration of a single spell, and he can combine the effects of several different spells so that those effects occur at the same instant and strike the same target. The sorcery skills are listed in the magic section of the adventurer sheet below the rituals.

Beginning Sorcery Skill Percentages: The initial training period for a sorcery skill is equal to one week (50 hours). At the end of that time the magician's player must make a roll less than INT ×3. If successful, the adventurer will gain 1D6 percentiles plus his magic skills category modifier in the skill studied.

Increasing Sorcery Skill Abilities: The sorcery skills can be increased through research and training. Refer to the Game System chapter in the Player's Book for a full treatment of the research and training rules.

Intensity

All sorcery spells have an automatic intensity of one. Sorcerers can increase the intensity of a sorcery spell with this skill. Each magic point added to the cost of a spell can increase the multiplied intensity of the spell by one. One magic point of intensity added to a spell doubles the effect of the spell in a general fashion,

while 2 magic points added triples the intensity of the spell for general applications. See the Spell Description section of this chapter.

Duration

The normal duration of a sorcery spell is 10 minutes. This skill increases the duration of a spell's effects. Each additional magic point spent using this skill doubles the duration of the spell. The Duration/Cost table below summarizes durations and magic point costs.

Duration / Cost Table

Duration In Minutes	*Magic Point Cost*	*Free INT*
10	0	0
20	+1	1
40	+2	2
80 (1 hour+)	+3	3
160 (2 hours+)	+4	4
320 (4 hours+)	+5	5
640 (10 hours+)	+6	6
1280 (21 hours+)	+7	7
2560 (1 day+)	+8	8
5120 (3 days+)	+9	9
10240 (1 week+)	+10	10
20480 (2 weeks+)	+11	11
40960 (4 weeks+)	+12	12
81920 (8 weeks+)	+13	13
163840 (16 weeks+)	+14	14
327680 (32 weeks+)	+15	15
655360 (1 year+)	+16	16
1310720 (2 years+)	+17	17
2621440 (5 years+)	+18	18
5242880 (10 years+)	+19	19
10485760 (20 years+)	+20	20

Range

This skill manipulates the range of a spell. The basic range for sorcery spells is 10 m. Each additional magic point added to the cost of a spell doubles the spell's range. This is summarized on the Range/Cost table below.

Multispell

With this skill the sorcerer can combine the effects of two or more spells so that they affect the same target on the same strike rank. First determine the magic points required for each of the combining spells. Each spell may be manipulated by sorcery skills. Add up the magic points of all spells to be cast together, and the result is the total magic point cost that must be provided by the caster.

Use Procedure

To be successfully cast, sorcery spells require chant, gesture, and concentration. All of these elements must be present for a sorcerer's spells to work. If a sorcerer loses a hand or tongue, then he will have to relearn to cast magic, and all of his sorcery spells and skills drop to one-quarter of their original percentages.

During the Statement of Intent phase of the melee round, the sorcerer's player declares that his adventurer is casting a spell and states the spells target.

Determining Strike Rank

The number of strike ranks needed to cast a spell equals the DEX strike rank of the sorcerer plus one strike rank for each magic point involved in casting the spell. A sorcerer can choose any strike rank of a melee round on which to begin casting a spell. The time required to cast a spell is counted from the melee round strike rank on which the spell casting begins.

If a spell requires more than 10 strike ranks (including strike ranks for magic points spent, the DEX strike rank, and boosting magic points), then more than one melee round is needed to cast the spell. A spell requiring 37 strike ranks will take 3 melee rounds plus 7 strike ranks to cast if the casting began on strike rank 1.

Range / Cost Table

Range	*Magic Point Cost*	*Free INT*
10 m	0	0
20 m	+1	1
40 m	+2	2
80 m	+3	3
160 m	+4	4
320 m	+5	5
640 m	+6	6
1.28 km	+7	7
2.56 km	+8	8
5.12 km	+9	9
10.24 km	+10	10
20.48 km	+11	11
40.96 km	+12	12
81.92 km	+13	13
163.84 km	+14	14
327.68 km	+15	15
655.36 km	+16	16
1310.72 km	+17	17
2621.44 km	+18	18
5242.88 km	+19	19
10485.76 km	+20	20

Cormac's Saga

While on a journey, Nikolos awakes to find the hut ablaze in which he is resting.

Though astonished, he concentrates using the techniques that Old Naws continually drilled into him. Nikolos recalls his new spell, Skin of Life. The health of the old owner of the hut is nearly as bad as Nikolos' own, so the sorcerer decides to cast Skin of Life spell on her with a 4 intensity, and a 4-intensity Resist Damage spell so that she will be protected from the flames. The total magic point cost for the spells is 4+4 = 8 points. This number added to Nikolos' own DEX strike rank of 3 means that he will need 11 strike ranks to cast his spell. If he begins the casting on strike rank 1 of a melee round, his spell would not take effect until strike rank 2, one round later.

Determining the Success of the Cast

On the strike rank that the sorcerer completes his spell-casting, the player of the sorcerer rolls percentile dice for a simple success based on his character's chance of casting the spell. If the roll is equal to or less

than the sorcerer's simple success chance then the casting was successful and the spell takes effect. The player of the magician must mark off the magic points used in casting the spell as soon as the casting is completed. If the player's percentile die roll was a critical success, then the spell will only cost his character 1 Magic Point and the spell will take effect as usual.

If the roll was greater than the sorcerer's chance of casting the spell but less than a fumbled roll, then only one magic point is lost and the spell has no effect. If the roll was fumbled, then all magic points used in the spell's casting are lost as if the spell roll were successful, but there is no spell effect.

Using Sorcery Skills

A sorcerer may use one or more sorcery skills to manipulate a spell. Total the magic point costs for each skill for the final cost. The sorcerer's chance of successfully casting a spell is equal to his lowest ability in all of the sorcery skills and spells involved in the casting of that spell.

Cormac's Saga *In the burning hut example, Nikolos used his Intensity skill to increase the potency of his spells, and Multispell to cast them all at once. His skill with Intensity is 39% and his Multispell ability is only 25%. With his spells, Nikolos has percentages of 45% for Resist Damage and a meager 20% with his new Skin of Life spell that he just started spending time studying during his research time. Nikolos' player must roll below his adventurer's worst percentage, 20%, on D100 to cast the spell. If successful, Nikolos qualifies for experience checks in both his Resist Damage and Skin of Life spell percentiles.*

Limits to Manipulating Spells

A sorcerer can perform a limited number of manipulations upon his spells, as determined by his free INT. Each raising of the level intensity, duration, and/or range requires one point of free INT. Sorcerers can never cast spells that require more free INT than they possess. Sorcerers may forget spells (at one spell per hour) to gain more free INT.

Subtracting Magic Point Costs

Once the spell is cast, the player must subtract from the adventurer sheet all of the magic points used in the spellcasting. The number of magic points that must be subtracted are equal to the total magic point cost of the spell.

Sorcery Spells

This section lists and describes the spells available to sorcerers. Most are commonly available, widely known, and are straight-forward enough to be easily teachable to students.

A few exotic spells, particularly Create Basilisk, Create Vampire, and Immortality, are known only by a handful of magi. Their availability should be strictly controlled by the gamemaster, and should be acquired (if at all) only after extraordinary adventures and great risk.

About Spell Qualifiers

A sorcery spell may have a parenthesized qualifier listed before or after its title. A qualifier is used to specify a particular substance, species, sense, or characteristic that the spell affects. They serve to economically generate a large number of similarly-acting spells. A characteristic qualifier, for example, indicates that the spell works on STR, CON, SIZ, INT, POW, DEX, or APP. One of these characteristics must be specified when the spell is learned. Create Familiar (CON) is a different spell from Create Familiar (INT), but both spells work in the same manner. Both must be separately learned, and experience in each must be individually developed.

A species qualifier indicates that a particular species of animal is affected by that spell.

A sense qualifier normally indicates one of the five human senses, but such a spell could affect the special senses of dwarfs or trolls if the adventurer can find a teacher of that spell variant.

Substances qualifiers indicate naturally-found substances affectable by the spell. Substances do not include living tissue, bone, etc. Common substances include: gold, silver, copper, amethyst, iron, coal, tin, emerald, fire, water, earth, air, wood, leather, stone, fire, cotton, brick, bronze, water, dead bone, glass, quartz and darkness.

Of course many other substances exist, and they can be added if the gamemaster allows those spells into the campaign and if the adventurers can find a teacher.

Spell Descriptions

Each of the spells listed below follows the same format.

> **Spell Name**
> Casting Range, Type, Duration
> Spell Description (including area of effect, whether the spell is offensive — requiring a magic points vs. magic points roll, and other notes.)

Animate (Substance)

Ranged, Active, Temporal

With this spell a sorcerer can animate up to six kilograms (1 SIZ) of the substance specified, per level of intensity. This spell causes the animated thing to move about clumsily (with a chance of the caster's DEX ×3 to complete any action successfully), at a movement rate of 1 meter per melee round. A sorcerer could cause a small boulder to roll uphill, a stool to scoot across a floor, the flames of a campfire to dance and flare, etc.

This spell combined with the Form/Set spell increases the control of the caster. The animated thing has the caster's skill chance of Jumping, Climbing, or using the sorcerer's melee weapons.

Apprentice Bonding

Ritual (Ceremony)

Through this ritual the master establishes a special link with each of his apprentices. This bond is necessary so that the master can instruct the apprentice in the deeper secrets of sorcery.

Establishing this bond requires the apprentice to expend 1 point of current POW during a ceremony overseen by the master. When completed, the familiar or the master (with whomever the bond has been established) will always know

Sorcery Spells

Spell (qualifier)
Animate (Substance)
Apprentice Bonding—(ritual)
Armoring Enchantment—(ritual)
Binding Enchantment—(ritual)
Cast Back
Create Basilisk
Create Familiar (Characteristic)
Create Vampire
Damage Boosting
Damage Resistance
Diminish (Characteristic except INT/POW)
Dominate (Species)
Drain
Enhance (Characteristic except INT/POW)
Fly
Form/Set (Substance)
Glow
Haste
Hinder
Holdfast
Homing Circle
Immortality
Magic Point Matrix Enchantment—(ritual)
Mystic Vision
Neutralize Magic
Palsy
Phantom (Sense)
Protective Circle
Regenerate
(Sense) Projection
(Sense) (Substance)
Shapechange (Species) to (Species)
Skin of Life
Smother
Spell Matrix Enchantment—(ritual)
Spell Resistance
Spirit Resistance
Stupefaction
Strengthening Enchantment—(ritual)
Summon (Creature)
Tap (Characteristic)
Telepathy
Teleport
Treat Wounds
Venom

the approximate distance and direction of the apprentice, and can issue a gentle call for the apprentice to return to him. The familiar or master will not be able to read the student's mind, use his magic points, or influence his actions in any way. This spell is not like Mindlink.

Armoring Enchantment
Ritual (Enchanting)
Refer to the Ritual Magic chapter for the effects of this ritual spell.

Binding Enchantment
Ritual (Enchanting)
Refer to the Ritual Magic chapter for the effects of this ritual spell.

Cast Back
Ranged, Passive, Temporal
This spell affects any offensive spell which has a number of magic points equal to or fewer than the Cast Back spell. If affected, the attacking spell will boomerang back at its caster if it fails to overcome the magic points of the person protected by Cast Back. The caster must then try to overcome his own current magic points (which have probably been lessened due to the casting of the spell) in a resistance roll. Thus, the caster's magic points are used for both the attacking and the resisting force. If both the caster and the target are protected by Cast Back, then the spell may bounce back and forth several times before affecting either the caster or the target.

Create Basilisk
Ritual (Enchanting)
To create a basilisk the sorcerer must have a live toad or adder and an egg laid by a rooster. The Create Basilisk ritual is performed over the egg, and then the toad or snake must incubate the egg for at least one month per permanent point of POW sacrificed in the ritual. The sorcerer can use Holdfast or Dominate Toad or Dominate Snake to make the incubator behave.

When the basilisk hatches, its deadly glance will be the equivalent of a one point divine magic spell per point of POW used in the Create Basilisk ritual. The basilisk will not be friendly to nor subservient to its creator, and a Dominate Basilisk spell is usually used on the monster soon after it hatches. The characteristics of the new basilisk must be determined randomly.

This spell is extremely rare, and should be allowed into a game only after deliberation by the gamemaster.

Create Familiar (Characteristic)
Ritual (Enchanting)
This is a complex of six spells used to create a sorcerer's familiar. These six spells are: Create Familiar STR, Create Familiar CON, Create Familiar SIZ, Create Familiar INT, Create Familiar POW, and Create Familiar DEX. There is no Create Familiar APP equivalent.

This ritual can be performed upon an incomplete creature or an inanimate object. It cannot be used on complete creatures. The sorcerer must be able to touch the animal or object in a friendly manner for the entire duration of the ritual. Using this ritual does not cause pain to the creature. A sorcerer can create as many familiars as he desires, as long as he expends the characteristics to do so.

Each Create Familiar (Characteristic) spell permanently transfers the specified characteristic points from the sorcerer to the familiar. If the spell is intensified, then more characteristic points are transferred at once. Multispelling the Create Familiar spells allows the sorcerer to add to several of the creature's characteristics at once, for all of the points that the sorcerer gives to the object of the ritual must be transferred at the same time. Unlike other enchantments, a sorcerer will not be able to add additional characteristics at a later time, because the creature will be complete.

Each point transferred gives the familiar a number of points in the appropriate characteristic as indicated on the familiar conversion table. Please refer to the introduction of the Creatures book for an explanation of the results of a creature gaining characteristics that it did not possess before.

Familiar Conversion Table

Per Point of Characteristic	*Familiar Gain*
STR	2
CON	2
SIZ	1-3 (as desired)
INT	1
POW	1
DEX	2

If a single point of INT is added to a creature with restricted INT, the entire INT of the creature becomes normal INT. If one point of SIZ is given to the familiar, the familiar will actually gain one to three points at the discretion of the sorcerer casting the spell. The sorcerer must decide the amount at the time the spell is cast and once the SIZ is added it cannot later be altered.

When the creature has become complete through this procedure, it becomes the sorcerer's familiar. The sorcerer has a perpetual awareness of his familiar's approximate distance and direction. Whenever the sorcerer mentally commands, the familiar will come to him.

He can use its INT to store spells as well as its magic points at a maximum range of 10 kilometers. Beyond that range the sorcerer can only call the creature to him, as described above. The familiar will obey the sorcerer's commands to the limits of its ability. It will retain its own personality, and is a fully sentient being. While it is not acting under the orders of its creator, the familiar will do as it will. It is able to cast its own spells and use its own magic points to fuel them. A familiar cannot draw on the sorcerer's knowledge or magic points. Some gamemasters may want to allow a different player to play a sorcerer's familiar.

Emotion-affecting spells such as Befuddle or Demoralize may affect the sorcerer if the familiar is affected by it. Use the same die roll that indicated that the familiar was overcome, and compare it to the sorcerer's magic points to determine if the sorcerer was also overcome. This also works in reverse—if the sorcerer is affected by an emotion-affecting spell, the familiar may also be affected.

A sorcerer can release a familiar from his service simply by declaring that he is doing so. The familiar will retain its new characteristics for as long as the sorcerer lives, but it must always come when the sorcerer beckons. If a sorcerer dies, then all his familiars, whether or not he retained them or released them from his service, begin to lose their added characteristics at the rate of 1 point per week in each characteristic that was augmented. If the magician is resurrected somehow, then the familiars are once again his, unless they have degenerated to the point that they are once again incomplete. They will not regain lost characteristics. If a familiar dies, the characteristic points spent on that familiar remain lost.

Beings made into familiars are permanently embodied, as well as bound to the mundane plane, and any restrictions they may have possessed formerly (such as being bound to a specific locale) are removed. However, they retain any other normal abilities. For example, a ghoul familiar could howl chillingly or use its venom bite. A familiar dryad could not dissolve its body (since it now has permanent SIZ, CON, and STR), but if its old tree were chopped down, the dryad would still die, and it is still capable of controlling animals native to its old locale.

Cormac's Saga *When Nikolos first learned of the Create Familiar spells, his mind ran with myriad possibilities. He could make anything into a familiar: an animal, a chair or rock, why even a wraith! Wouldn't that be terrifying.*

However, to make a creature into a familiar it must become a complete creature. A wraith possesses only the CON and INT characteristics, so it must gain at least one point of STR, SIZ, POW, and DEX.

Because the wraith is gaining STR, it will now be able to lift tangible objects. It gains fatigue, and becomes susceptible to the effects of exhaustion, and, with DEX, can now learn weapons, agility, and manipulation skills.

Since the wraith already had CON, its hit points now change, probably becoming worse, with the addition of SIZ. It retains its ability to only be hit by magical weapons.

SIZ gives the wraith lowered hit points and a body of some sort. Smoke or incense can make good wraith bodies.

The wraith always had INT, though a sorcerer could raise the INT of the creature during the Familiar Creation ritual. Wraiths are not normally affected by emotion affecting spells. If INT is added, however, it will become vulnerable to those spells.

Gaining POW affects the wraith significantly. As a benefit, the wraith can regenerate magic points. As a detriment, the wraith can only drain a number of magic points equal to 2×POW, and those points in excess of POW will dissipate after an hour. The wraith will retain its draining touch, with the above limitations.

Gaining DEX also affects the wraith. Previously, the wraith's touch attack occurred on SR1. With the addition of SIZ and DEX the strike rank of the wraith's attack will shift according to the Strike Rank table, and its attack will generally occur later in the round.

Obviously, every creature will have advantages and limitations when it is made into a familiar. The apprentice should consider this choice carefully and, if in doubt, consult with the gamemaster.

Create Vampire

Ritual (Enchant)

This spell must be cast upon a corpse that has been dead no longer than a day. At the end of the week-long ceremony it becomes a vampire with magic points and fatigue totals equal to the corpse's previous POW. Thus, the victim of this ritual must be alive for the first six days of the ceremony, and is killed shortly before its completion. This ritual will cost the caster 7 points of permanent POW.

The new vampire gains all of the restrictions and vulnerabilities of vampires described in the Vampire description in the Creatures chapter as well as all of the exotic abilities characteristic of vampires.

This spell is extremely rare, and should be allowed into a game only after deliberation by the gamemaster.

Damage Boosting

Ranged, Passive, Temporal

This spell can be cast on anything that can be used as a weapon: a sword, fist, chair leg, ale mug, etc. This spell will affect any weapon up to 5 ENC.

Each level of intensity will add 1 point to the damage done by that weapon for the duration of the spell. The spell can be intensified to affect extremely large or bulky weapons at the rate of one level of intensity per 5 ENC.

Damage Resistance

Ranged, Passive, Temporal

This spell will protect only the body of the target (not possessions on his or her person). The total damage done to a pro-

tected creature or object must overcome the intensity of the spell using the resistance table. If the damage overcomes the resistance of the spell then the full force of the damage will affect the target. The target's armor will then absorb as much of the damage as it can. If the damage does not overcome the Damage Resistance spell then the blow will do no damage to the target but may knock him down.

The Damage Resistance spell will protect the target for its full duration. If it is combined with the divine spell Shield or the primitive spell Protection, the damage is first matched against the Resistance and then, if it passes through to the target, is absorbed by the Protection or Shield spells and any armor worn by the target.

Diminish (Characteristic except INT and POW)

Touch, Passive, Temporal

Each level of intensity will temporarily decrease the appropriate characteristic of the target by one point. Only STR, CON, SIZ, DEX, or APP can be affected, and no characteristic can be lowered below one. A creature must possess a characteristic if it is to be affected by this spell.

Dominate (Species)

Ranged, Active until commanded—then Passive, Temporal

This spell is used to gain command over a specific species of creature. The creature may be complete or incomplete, intelligent or not. Dominate spells will not work on creatures that contain two personalities (beings that are possessed) or that have been artificially changed (i.e. familiars).

To use a Dominate spell, the sorcerer must pit the intensity of his Dominate vs. the creature's magic points using the resistance table.

If the result of the Dominate spell is successful then the creature must obey the commands of the sorcerer for the duration of the spell. The controlled creature is in a special form of telepathic communication with the sorcerer. This mental communication has a line-of-sight range. Dominate spells can also be used in Questioning creatures so that the magician can find out specific information about the creature; such as the creature's name (see Other Uses and Consequences of Summoning in the Ritual Chapter) and discovering the strength of specific characteristics or skills. To command the creature the sorcerer must form a mental image of the actions that he wishes the creature to perform. Commanding a creature takes a full melee round before the creature will act.

If the result of the Dominate Spell is unsuccessful then the creature is free to act as it will. If the creature is aggressive, it will attempt to attack the sorcerer who tried to Dominate it. Otherwise the creature will simply flee. A sorcerer may attempt to Dominate a creature as long as he has magic points to spend and as long as the creature is within range of his spell.

A sorcerer can construct enchanted devices that allow him or her to bind certain creatures for long period of time. Consult the Ritual Magic chapter.

The following is a sample list of the Dominate (Species) spells known by sorcerers and their availability.

Dominate Basilisk	Exotic
Dominate Chonchon	Common
Dominate Dragonewt	Exotic
Dominate Elemental	Common
Dominate Ghost	Common
Dominate Hellion	Common
Dominate Human	Exotic
Dominate Mundane Animal	Common
Dominate Spirit	Common
Dominate Vampire	Exotic
Dominate Wraith	Common

Drain

Ranged, Passive, Instant

This spell is used to exhaust the target. Each level of intensity will cause the target to lose 1D6 points of Fatigue. If the target is reduced to zero or minus Fatigue points, he suffers the effects of exhaustion as described in Chapter III. This lost Fatigue may be restored in the normal manner.

Enhance (Characteristic except INT and POW)

Touch, Passive, Temporal

Each level on intensity will temporarily increase the appropriate characteristic of the target by one point. A creature must already possess the characteristic for it to be enhanced.

Fly

Ranged, Active, Temporal

This spell will allow 1 SIZ to move at a movement rate of 1 meter per Strike Rank. This movement can be vertical, horizontal or diagonal. The caster of the spell will, at all times, control the direction of movement. The target of the spell cannot, however, be moved away from the caster farther than the spell's range allows. Of course, the caster may use the spell on himself.

If the spell is cast upon an unwilling target then the caster must succeed in a roll of his magic points vs. the magic points of the target.

Greater intensity spells will either increase the SIZ of the target that can be flown or the speed of flight, depending on the desires of the caster. Flight speed will increase 1 meter per SR per level of intensity. He can vary the weight carried and the speed with the same spell. The caster can choose to fly at a slower speed than allowed by the spell. The speed of the flown object can be changed at the rate of one meter per Strike Rank. The minimum speed that can be flown is zero meters per melee round (hovering). The maximum speed is defined by the intensity of the spell.

Form/Set (Substance)

Ranged, Active, Temporal

When used, Form/Set allows caster to shape 1 kilogram of solid substance, or 1 cubic meter of fire, darkness, or other ethereal substance. He must concentrate on the form one melee round for simple shapes (club, stick, ball), two melee rounds for more complex shapes, up to a maximum of five melee rounds for the most complex shapes, as decided by the gamemaster. The sorcerer must be intimately familiar with the shape he is forming.

When the magician finishes the forming process, the shape will be fixed for the duration of the spell. He can return his concentration to the substance later, as long as the spell is still in operation, and reform it. Substances which will normally hold a shape (stone, metal) will retain their final form when the spell ends. Fluid substances will lose their final form when the spell ends. The form must be applied to the spell as on the strike rank that the spell is cast. Once formed, the shape of the object can be changed only when the caster of the spell concentrates, and only during the spell's duration.

A sorcerer can use this spell to mend damage done to stone or metal. He must Form the entire damaged thing to mend it, and this will result in the object regaining its full hit points.

While the sorcerer is actively manipulating the appropriate substance with the Form/Set (Substance) spell, he can cause the substance to arc toward the target for a magic point cost of one per cubic meter of substance thrown. The magical lance of material has a chance of hitting equal to the caster's DEX × 3 as a percentage. If successful, the target sustains 1D3 points of damage per cubic meter thrown. If the

Nikolos summons a delectable nymph. Besides the common uses of such a being, Nikolos intends to question her closely about the area she commands.

Lance roll is unsuccessful the sorcerer still loses the Magic Points. Armor and spells which protect against physical damage will work normally. The substance under the effect of the Form/Set can be used again and again as a Lance, for the Form/Set spell's duration.

Glow

Ranged, Passive, Temporal

This spell must be cast on a physical object that has an area of at least one square centimeter. The object can be organic or inorganic. A point of light will then illuminate an area 1 meter in radius with a light strong enough to read by. Each increase in intensity will increase the brightness of the light-spot, and will increase the area lit by 1 meter radius. If this spell is cast on a creature's eyes, to incapacitate it, then the caster must overcome its magic point. Then, the Glow spell will reduce the creature's visual skills, and attack and parry skills by a total of 20 percentiles, regardless of the intensity of the spell. This effect ends when the Glow spell expires.

Haste

Ranged, Passive, Temporal

This spell adds one meter to the movement rate of the target per level of intensity. Every two levels of intensity will also subtract one from the DEX strike rank of the target to a minimum of one. A person under the effects of a Haste spell will lose one additional point of fatigue per melee round per level of intensity.

Cormac's Saga

The last coach for the week out of the remote town of Birrah just cantered off as Nikolos huffed his way to the coachstop with his baggage. Determined to get it at the last, he quickly casts a Haste 5 spell on himself. This will provide him with an extra 5 meters of movement every strike rank, plus his lumbering waddle of 3 for a total of 8. Is it enough to catch the coach?

Hinder

Ranged, Passive, Temporal

Each degree of intensity will subtract one meter from the strike rank movement rate of the target to a minimum of one. The caster must overcome the target's magic points with his own using the Resistance table. Every two degrees of intensity will also add one to the DEX strike rank of the target. If the total strike ranks of the target of the spell add up to more than 10, then he will be able to act only once every other melee round, or so, depending on the Strike Rank total.

Cormac's Saga

Unfortunately Nikolos' movement of 8 would not be enough to catch up with the coach. The horses are moving at a rate of 10 meters per strike rank. He cannot outrun the two horses pulling the cart. Nikolos frantically casts a 3 intensity Hinder spell on the left animal, slowing the entire cart by 3 meters per strike rank—just enough so that he can catch it.

Tipping the puzzled driver generously, Nikolos nonchalantly (and breathlessly) stumbles into the coach.

Holdfast

Touch, Passive, Temporal

This spell will cause two adjacent 10cm × 10cm surfaces to comingle, becoming one. The patch has a STR equal to one. Each increase in intensity will increase either the STR of the interminglement or the area covered. This spell will work on both organic and inorganic materials. If one or both surfaces to be joined are portions of a creature's body (any being possessing magic points) then the caster must overcome the target's magic points with his own. If the caster is trying to join limbs, etc. from two creatures, then the magic points of each must be overcome in a single roll.

Homing Circle

Ritual (Enchanting)

Using this enchantment, the sorcerer can create a location to teleport to using the Teleport spell. Each point of permanent POW used in the ritual will create a 1 meter diameter circle—large enough for one standing, man-sized creature to use. Each additional point of POW used can increase the standing capacity of the circle by one man-size.

Immortality

Self, Ritual (Enchanting), Temporal

This spell prevents the caster from aging for the duration of the spell. Obviously, it must be Extended a fair amount to be at all effective, as well as needing to be repeated from time to time. Each time that this spell is cast the sorcerer must sacrifice one point of permanent CON. Depending on the universe in which your game is played, this spell will also require some sort of interesting component: water from the Fountain of Youth, the blood of a Virgin, consuming your SIZ in oysters every month, etc. Consult your gamemaster.

This spell is extremely rare, and should be allowed into a game only after deliberation by the gamemaster.

The sorcerer resumes normal aging once the spell expires and is not recast.

Magic Points Matrix Enchantment

Ritual (Enchanting)

Refer to the Ritual Magic chapter for the effects of this ritual spell.

Mystic Vision

Ranged, Active, Temporal

This spell augments the target's visual ability. He will be able to perceive three kinds of things superimposed over the normal images that he sees: the aura of creatures or items which possess Magic Points, magical things which do not regenerate their own magic points but which possess Magic Points; and cast spells or things which have spells cast upon them. With a little practice, the target of the spell will be able to differentiate between these different things automatically.

If this spell is used while the viewer is in a dark room or place where his sensory organs don't function, he will not be able to see even the magical items. This spell does not augment the target's normal Search and Scan abilities.

The caster will know roughly the strength of every aura or spell that he sees. This can be approximated by the gamemaster telling the player of the magician the 10-point range in which the magic points seen fall (i.e. 1-10, 11-20, 21-30, 31-40, etc.).

Increasing the intensity of the Mystic Vision spell will give the caster knowledge as to the nature of the magic that he is seeing. At 5 intensities he will "see" the basic purpose of the magic and the longer he looks the more subtle purposes will be revealed one per full melee round. At 10 levels of intensity he will "see" an image of the creator of the item, and can determine conditions placed on the item.

Neutralize Magic

Ranged, Active, Instant

The sorcerer must pit the intensity of this spell vs. the magic points of the spell to be neutralized on the resistance table. If the attack of the Neutralize spell is successful then the magic spell that was attacked is eliminated. If the resistance roll was failed, then the Neutralize Magic spell has no effect.

When cast against a target, without specifying any particular effect or target, the Neutralize Magic will always first destroy defensive spells, beginning with the most powerful spell that it can affect. However, it may be successfully cast against a specific spell if the caster can magically discern or can otherwise guess the spell.

Palsy

Ranged, Passive, Temporal

This spell affects the nervous system of the target if the caster overcomes the target's Magic Points with his own. Each casting of the spell will immobilize one random hit location of the target if the intensity of the spell is greater than the location's hit points. If the chest, head, or abdomen is affected, the results are the same as if those locations had been

reduced to zero hit points, though there is no actual reduction of hit points.

Phantom (Sense)

Ranged, Active, Temporal

This is the spell of casting illusions. When this spell is learned the specific sense that the sorcerer is learning to affect must be declared. A sorcerer can learn to affect any physical sense available in the universe in which the game is being played. This includes the five common senses (sight, touch, taste, hearing, and smell), plus the sonar of Gloranthan trolls, the heat sense of dwarfs, and the extraordinary touch sense of Gloranthan elves.

When a sorcerer creates an illusion he is fabricating a temporary bit of reality. Though the Mystic Vision of sorcerers, the Soul Sight of priests, and the Second Sight ability of the shaman can detect the illusion for what it is, the illusion will remain in effect nonetheless. If it is a physical illusion it could still be deadly just the same, whether you know it is an illusion or not. The caster of the illusion must concentrate on it to cause the illusion to change or move at a rate of 1 meter per strike rank.

The intensity of an illusion will determine the loudness, strength of odor, opacity, size, or type of taste of the illusion. A listing of some sample illusory tastes, odors, etc. has been included with notes on each type of illusion.

Odor illusions will reproduce a single odor from the caster's memory. Odor is the same for all species and it can be used to fool any creature. A single intensity Odor illusion is about as intense as the smell of water just after a rain. If the sorcerer is attempting to affect the CON of a target with an odor illusion, he must match the intensity of the illusion vs. the CON of the target. Success in the odor attack will result in nausea.

Sample Odor Intensities

1	water after a rainfall
3	a rose
5	frying onions
8	ammonia
13	fresh skunk oil

Taste illusions will cause an area of 1 SIZ to assume a taste familiar to the caster. If the sorcerer is attempting to affect the CON of a target with a taste illusion, he must match the intensity of the illusion vs. the CON of the target. Success in the attack will result in nausea.

Sample Taste Intensities

1	clean river water
3	bland gruel
4	orange peel
12	coffee bitters

Sight illusions register upon light-sensitive organs. Each level of intensity will either increase the area covered by the sight illusion by 3 SIZ or will increase the opacity of the illusion as described below.

Sample Sight Intensities

1	smooth, clear glass
2	rippling water
6	lightly stained glass
12	murky water
20	opaque

Sound illusions must be specified as to nature and the intent of the caster. A single intensity Sound illusion creates a soft noise as loud as the rustle of a leaf on paper.

A Sound illusion that is loud enough will deafen a target for 1D10+5 minutes if the intensity of the sound overcomes the target's CON.

Sample Sound Intensities

1	a leaf on paper
2	whisper
4	conversation
7	close shout
10	loud horn

Touch illusions manifest as invisible solid force with a SIZ of 1. They can be combined with the others to give them substance, and touch illusions can do damage. Armor will protect the target from this damage.

If a sorcerer wishes to attack with a touch illusion, he has his DEX×1% chance of succeeding. Adding a Sight illusion will increase his chances to hit to DEX×3%.

Sample Touch Intensities and Damage

1	a fly on skin	10	1D10 damage
2	a soft caress	12	2D6 damage
3	a firm punch/1D3	16	2D8 damage
4	a sharp knife/1D4	18	3D6 damage
6	a fist in the jaw/1D6	20	2D10 damage
8	a jab in the belly/1D8		

Protective Circle

Touch, Passive, Temporal

This spell must be combined with Spell Resistance, Damage Resistance, or Spirit Resistance in a Multispell to be effective. When completed, the Protective Circle will encompass an area equal to the square of the spell's intensity in cubic meters. If the spell is cast upon the ground it cannot be moved. If cast on a wagon bed, it will move as the wagon bed moves, etc.

When combined with Spell Resistance all spells passing into the circle must overcome the intensity of the Resist spell or they are eliminated. If the attacking spell does overcome the spell, then it will affect the target normally. Everyone within the circle can cast spells without interference.

When combined with Damage Resistance all physical creatures must overcome the intensity of the spell with their STR to pass within the circle. Otherwise they cannot enter the circle. All damage done by weapons wielded within the circle must also overcome the intensity of the Damage Resistance spell, or the blows will have no effect. Missiles passing through the boundaries of the circle must match their maximum possible damage against the intensity of the Damage Resistance of the circle. If successful then they will affect their target without being further impeded.

When combined with Resist Spirit all disembodied spirits attempting to pass within the circle must overcome the intensity of the Resist Spirit Spell with their magic points. Otherwise they may not enter the circle. Once within the circle, however, they may attack normally.

Protective Circle may be combined with more than one of the Resist spells.

Regenerate

Touch, Passive, 1 week duration

Using this spell the sorcerer can cause living tissue to regenerate from damage. In this way the sorcerer can cause a wounded warrior to regrow his or her arm, or an acid-burned mercenary to regenerate the corroded tissue of his chest, or repair other damage that cannot be healed using the Treat Wounds spell (except Death).

To determine how much of a limb is lost, the gamemaster should roll D100. This is the percentage of the limb lost.

Each level of intensity will cause the tissue to regenerate one hit point per week if the spell is applied within 10 melee rounds after the limb has been mangled or lost. After 10 melee rounds this spell will regenerate one hit point per month.

The intensity of the spell must equal or exceed the hit points of the limb, and the duration of the spell must be sufficient to complete the process. The new limb will not look exactly as the old did, for the skin will be new and unscarred, and the scars on the old stump will remain, but the patient will not lose any skill percentiles.

If the intensity or duration of the spell is not sufficient to completely regrow a limb, as much will grow as is possible, and the patient will be maimed forever. It cannot later be regenerated. The patient will lose half of his ability in any skill that requires the use of that limb, including spell percentages.

During the weeks a limb or other tissue is regenerating the target may carry out his normal activities, though the new limb will not be usable until the entire regrowth time has passed. However, if the regrowing limb is damaged (loses hit points), then the limb that finally appears will be mangled and maimed, and probably unusable.

(Sense) Projection

Ranged, Active, Temporal

Using this spell the magician can extend the specified sense anywhere within range of the spell. This spell forms a point from which the sense receives. This viewpoint is a small spot 10 cm. across and can be moved 1 meter per Strike Rank. The magician will be able to use his normal sense skills, such as Search, Scan, Listen, etc., depending on the sense projected. Spells can be cast through the point, with the casting range measured from the point. Magicians using magical vision spells can see this viewpoint and can attack it. Magical weapons and spells cast at the point will affect the caster of the Projection spell in random locations, as needs be.

Sense (Substance)

Ranged, Active, Instant

This spell will cause all sources of the substance within range to glow an appropriate color visible only to the caster. Gold will gleam like the sun, coal will shimmer in darkness, and gems will scintillate. Each level of intensity will penetrate 1 meter of rock, wood, or dirt. If the source is behind a wall of rock, wood, dirt, etc. that the spell can penetrate, then the glow will appear for an instant on the surface closest to the caster.

Shapechange (Species) to (Species)

Touch, Passive, Temporal

When this spell is learned, the specific Species that the magician can affect and the Species he can shapechange his target to must be specified. This spell only works on living things.

In order for this spell to be effective its intensity must be greater than or equal to the magic points of the target, and the caster must overcome the magic points of the target with his own magic points using a resistance roll. If successful the target will be biologically changed, though its SIZ remains constant. The target gains the unfamiliar natural abilities of the new shape at base percentages, and it will not gain magical abilities. The INT and memories of the target remain intact.

Skin of Life

Touch, Passive, Temporal

For its duration, this spell protects the target from the effects of asphyxiation due to air deprivation, whether from drowning, smoke inhalation, or the results of the Smother spell. The target of the spell must try to breath normally — for the spell merely provides oxygen, the lungs must still receive it. Up to 5 SIZ per level of intensity will be protected. This spell has no effect on choking due to a strong arm about the neck, a garrotte, or food stuck in the throat, etc.

Smother

Ranged, Active, Temporal

This spell continually deprives one target of oxygen if the caster can overcome the magic points of the target with his own magic points, and if he continually concentrates on the spell. If the target is an oxygen-breathing creature then it will start to asphyxiate as if choking in smoke (1D4 points of damage per round), according to the rules given in the Players book, The World chapter. Each increase in the intensity of the spell will lower the target's initial CON resistance by one. Thus, throwing an intensity 2 Smother spell will give the target a CON ×9 roll the first round. A Smother 3 will give the target a CON ×8 initial roll. A Smother 10 spell will give the target only a CON ×1 roll the first round and every round thereafter. Each level of intensity beyond 10 allows the target only a CON ×1 roll to resist, and adds one point of damage to the 1D4 roll.

Once the target fails the CON roll, the damage is continuous.

This spell can also be used to extinguish natural fires. A minimum intensity spell will smother a small fire. An intensity 2 spell will smother a campfire or two small fires. An intensity 3 spell will smother either 3 small fires, one campfire, or one bonfire. Smother has no effect on magical fires or salamanders.

Spell Matrix Enchantment

Ritual (Enchanting)

Refer to the Ritual Magic chapter for the effects of this ritual spell.

Spell Resistance

Ranged, Passive, Temporal

This spell will protect a target (not possessions on his or her person). Any spells cast upon a person or thing protected by Spell Resistance must overcome the spell's intensity using the resistance table. Use the number of magic points that it took to cast the spell as the offensive force. If the attacking spell overcomes the Resistance spell then it will affect the target. If the attacking spell fails to overcome the Resistance then it will have no effect on the target. The Spell Resistance will remain in effect until its duration expires.

Cormac's Saga

Toggorg the troll had the misfortune to attack Old Naws and his students, thinking them weak city-folk. Old Naws, always prepared, knows Shapechange Troll to Rabbit, so that the nasty critters will at least make a good meal. Toggorg is magically powerful, and has 15 magic points. Old Naws is not taking any chances, and so uses most of his INT to cast an 18 intensity spell. This is greater than Toggorg's MPs. In addition, Old Naws must overcome the troll's 15 magic points with his 20, giving him a 75% chance of success. Old Naws' player was successful with the dice roll, and poor Toggorg now has the form and skills of a newborn, SIZ 27 rabbit, and retains his 9 INT and all of his memories. This is enough meat for the entire party if the rabbit can be caught and eaten before the expiration of the spell's duration.

Spirit Resistance

Ranged, Passive, Temporal

Each level of intensity of this spell will add one point to the target's defense against all types of spirit combat. It does not actually alter the characteristic being attacked, but merely bolsters it against the effects of spirits. Use the target's current characteristic value for all purposes other than spirit combat. The target will remain so protected for the spell's duration.

Stupefaction

Ranged, Passive, Temporal

In order to be effective, the intensity of this spell must be equal to or greater than the Free INT of the spell's target. If the caster overcomes the magic points of his target, this spell will make the target stop all action and simply stand there, exhibiting no will or interest in what goes on about him. He may be led or forced to walk, eat, or sit, but will take no independent action. He may begin to babble incoherently. The target will remain in this state for the spell's duration or until he or she sustains physical or magical damage.

Strengthening Enchantment

Ritual (Enchanting)

Refer to the Ritual Magic chapter for the effects of this ritual spell.

Summon (Creature)

Ritual (Enchanting)

Refer to the Ritual Magic chapter for the effects of this ritual spell.

Tap (Characteristic)

Touch, Active, Temporal

This spell allows the caster to permanently transform characteristic points into either Magic Points or Fatigue points at the discretion of the caster. The magician must be able to physically touch a creature to Tap it. Therefore, he cannot Tap creatures that do not possess SIZ. If he is Tapping a possessed creature, he will reduce the dominant spirit's POW and INT. The caster cannot add to both magic points and Fatigue Points with the same spell, and he is limited in the amount that he can add to magic points or fatigue. Magic Points can only be increased to a level equal to twice the caster's POW, and fatigue increases are limited to twice the caster's normal fatigue level. A magician could Tap his own characteristics.

The characteristic that the sorcerer will learn to tap must be decided when he learns the spell. Points that are Tapped are lost permanently by the victim of the spell, and no characteristic can be Tapped below one point. Skills category modifiers of the target may be changed as a result of this spell.

Depending on the characteristic that the sorcerer knows how to tap, he must use one or more levels of intensity to transform 1D6 points of the characteristic into an equal number of Magic or Fatigue Points. These transformed characteristics are added onto the caster's magic point or Fatigue tally, on the character sheet. If the sorcerer's total Magic or Fatigue Points exceed his normal maximums, the extra points will only be available for use until the duration of the Tapping spell expires. Magic points gained in this manner act in every way like normal magic points (i.e. they will add to the sorcerer's chances of his spells affecting a target's resistance), except that they will not be regenerated through rest. Fatigue Points gained in this manner act as normal Fatigue Points.

Only the seven main characteristics (STR, CON, SIZ, INT, DEX, POW, and APP) can be Tapped. However, not all characteristics are equally effective in providing Magic or Fatigue Points. As is shown on the table below, Tapping 1D6 points of INT requires a 5 intensity Tap INT spell, while Tapping POW requires only a 1 intensity Tap POW spell.

Tapping Yield

Characteristic	*Intensity Required*
STR	2
CON	3
SIZ	3
INT	5
POW	1
DEX	2
APP	4

Telepathy

Ranged, Active, Temporal

This spell allows mind-to-mind communication between the caster and a target, or between two targets chosen by the caster. Each increase in intensity will allow the caster to include an additional person to be communicated with. The thoughts to be communicated must be sub-vocalized. Bystanders may be able to hear the whispers of the participants in the telepathic communication. Telepathy does not create an open link between all communicants, only between the participants of any one spell casting. If a sorcerer casts one spell on himself and B, and then another spell on himself and C, then B and C are not in contact with each other unless someone throws yet another spell connecting B and C.

Teleport

Ranged, Active, Instant

Each level of intensity will transfer 6 kilograms of mass (1 SIZ) that the caster touches (or himself) to a specially-prepared Homing Circle. An individual mass in excess of the cast level of intensity will not be affected or moved in any fashion, and one magic point will be lost. The caster must have a Homing Circle within range of the Teleport spell. Anything touching the sorcerer or the target of the spell will also be transported if there are enough levels of intensity included in the casting. If the caster has several Homing Circles within range, he can choose the one to which to teleport.

Treat Wounds

Touch, Passive, One Hour

This spell can be used to repair damage done to specific hit locations by increasing the natural rate of healing of the target. It cannot be used to heal poison, acid, or other damage that is solely measured against CON. A wound treated with at least an intensity-2 Treat Wound spell will stop bleeding immediately. The treated creature will recover one point of total hit point damage and one point of damage in the affected location per hour until the location is healed. Then the effects of the spell cease. The location healed will be the one touched by the caster of the spell. The duration of this spell increases automatically with the intensity.

Treat Wounds often requires the use of a component to be effective. Special roots, herbs, animal organs, or minerals may have to be used.

Venom

Ranged, Passive, Instant

A venom with a potency equal to the intensity of this spell infuses the target if the caster overcomes the target's magic points. The target must attempt to resist the venom POT with his CON. If successful, then he takes only half the venom POT in damage. If unsuccessful he takes the full POT in damage.

Ritual Magic

Rituals are common to spirit, divine, and sorcery users. They are time-consuming and difficult to master, but their effects are very powerful and can greatly enhance the abilities of a magician.

A ritual is a powerful, time-consuming magical procedure. Ritual magic is part of all of the *RuneQuest* approaches to magic, every magic-wielder uses the same procedures to learn and perform rituals. Ritual magic is often considered to be a fourth magic system, though in a practical sense it underlies the other approaches.

During a Summoning or Enchanting ritual the performer must also use one of the ritual spells to define the direction and purpose of the rite. A Ceremony ritual augments the skill at casting ritual and non-ritual spells, or it can be used with ritual spells for other purposes.

To use a ritual effectively, the performer must be in a place of relative calm—perhaps a quiet clearing in the woods, or a lofty castle tower—with his concentration undisturbed during the ritual. The requirement for calm generally prohibits the performance of lengthy rituals in the midst of battle.

Every ritual requires components and props (incense, candles, etc.) to establish the atmosphere and mood necessary for a successful procedure. If a ritual requires additional specific props, these will be described in the description of the particular ritual.

On the adventurer sheet, the common rituals are listed in the magic section above the sorcery skills.

Learning Rituals

An adventurer's knowledge of the ritual spells requires INT to memorize. An adventurer must have a positive magic skills category modifier even to begin learning the rituals.

Beginning Percentages in the Rituals

Ceremony is the only ritual that begins with a positive base chance of 5%. Thus, an adventurer's beginning skill in Ceremony is equal to his or her magic skills modifier plus 5 percentiles. If the result is a positive number, then that character can use Ceremony and can study to increase his or her skill in that ritual.

The other rituals have a zero base chance. An adventurer wishing to use the Enchanting or Summoning rituals must be trained in those skills. Without initial study, no adventurer can Summon an otherworld creature or Enchant an item, regardless of his or her magic skills modifier.

To gain a beginning skill in Summoning or Enchanting, the adventurer must spend a full week in either uninterrupted study supervised by a teacher or spend a full month on research. Once completed, the student gains a skill percentage in that ritual equal to his or her magic bonus. This number is written in the space next to the proper ritual in the magic section of the adventurer sheet. If the number is negative, the skill is useless; the adventurer will have to somehow raise his or her magic skills modifier in order to learn these rituals.

Increasing Ritual Magic Skills

An adventurer's ritual skills cannot be increased through experience. Instead, he must either use research (described in the Game System chapter of the Players Book), or find a sufficiently experienced master to train him.

Learning Ritual Magic Spells

An adventurer learns ritual spells in the same manner that he learns other types of spells. All of the information needed to learn these spells is given in the appropriate magic chapters, though the ritual magic spell description occur later in this chapter.

Fatigue Point Loss During Rituals

Rituals usually require several hours to complete and can be exhausting, for the time spent in a ritual must be continuous or all of the effort and energy spent will be wasted. The ritual procedure demands 11 active hours in 12. The remaining one hour can be used for napping, eating, or resting. The performer loses one fatigue point for every hour spent in ritual; no fatigue points can be regained until the ritual is concluded (unless a fatigue recovery spell or potion is used).

The Ceremony Ritual

This ritual has two uses: it can be used in conjunction with Ceremony Ritual spells in the same manner as the other rituals; or it can be used to augment a magicians chances to successfully cast any spell in exchange for time. Ceremony cannot be used to augment spells at which the magician has a zero or negative chance to succeed in casting.

Time Required

When used with ritual spells, the time required to complete the Ceremony is given in the ritual spell description.

If an adventurer is trying to increase his chances of casting non-ritual spells, then he must spend additional *melee rounds* in casting to gain an increase in his success chance.

If the adventurer wishes to augment a ritual spell casting success chance he must spend additional *hours* for his success increase. The Ceremony ritual can be used to simultaneously cast a Ceremony ritual spell, and to increase the adventurer's chance of casting the Ceremony ritual spell.

Costs

Knowledge of the Ceremony ritual requires no free INT. In addition, no skill roll is needed to see if a magician used his Ceremony skill to successfully increase his spell casting chance. A Ceremony skill roll is needed to cast Ceremony ritual spells.

Procedure to Augment Casting Success

To use Ceremony to augment a spell during a game, the player must announce that his adventurer's spell will be augmented with the Ceremony ritual; find in the first column of the Ceremony/Time Skill table the time interval (melee rounds or hours) that the adventurer must spend on the ritual; read across the table to find the number of six-sided dice that he must roll at the ritual's conclusion; add the result of the D6 roll to the adventurer's chances of successfully casting the announced spell.

Ceremony Time-Skill Table

Duration	*Roll*	*Duration*	*Roll*
1	1D6	144	11D6
2	2D6	233	12D6
3	3D6	377	13D6
5	4D6	610	14D6
8	5D6	987	15D6
13	6D6	1597	16D6
21	7D6	2587	17D6
34	8D6	4181	18D6
55	9D6	6768	19D6
89	10D6	10949	20D6

When augmenting the chances of a non-ritual spell, the left column number is melee rounds of time. When augmenting the chances of a ritual spell, the left column number is hours of time.

Limits to Ceremony Increases

The total percentile value added to an adventurer's spell-casting ability can be no greater than his Ceremony skill percentage. If the total of the D6 roll exceeds his Ceremony skill percentage the excess percentiles are ignored.

The spell that is augmented by the Ceremony ritual is cast immediately at the conclusion of the ritual.

The Summoning Ritual

The Summoning ritual is used in conjunction with Summon (Species) ritual spells to call otherworld creatures to the caster. Otherworld creatures (defined in the introductory chapter of this book) do not usually live on the mundane (physical) plane, and a magician must use Summon (Species) to draw them to him. Then he may be able to magically control the creature using Dominate, Control, or Command spells.

Even though followers of the three approaches to magic may learn the Summon (Species) spell in different ways, it works identically for each.

Props for Summoning Rituals

In addition to quiet surroundings and the fog of incense invariably accompanying rituals, the summoner must constantly keep in his mind the image of the creature to be summoned. Usually he will use a picture of the creature or will wear, hold, or stare at portions of a similar creature's body. Braziers full of roaring flames could be used for a fire elemental or wolf fur and teeth for a wolf-demon.

Summoning Otherworld Creatures

A summoner can only Summon a creature not normally residing on the mundane plane. Ghosts, all spirits, wraiths, demons, hellions, and elementals usually must be summoned before the magician can attempt to use the control spells. A player who wishes to have an adventurer summon an otherworld creature must use this procedure.

The player informs the gamemaster of the Summon (Species) spell that his adventurer is using, and his adventurer's skill in performing the Summoning ritual.

If the adventurer is Summoning an elemental, his player also must state the size of elemental wanted. The adventurer must have enough of the appropriate substance available from which the elemental can form its body. If the adventurer lacks enough material (water, for instance, for an undine) then the Summons will automatically fail.

The adventurer's player must attempt a D100 roll equal to or less than his adventurer's Summoning skill percentage. If the roll succeeds, the gamemaster then randomly generates the creature that was summoned.

The player states how many magic points his adventurer uses. If the number of magic points used is less than the magic points possessed by the specific creature being Summoned, as generated by the gamemaster, then the ritual automatically fails.

The magic points powering the Summons are expended whether or not the Summons succeeded. The summoner cannot use more magic points than he has

available. The summons ritual requires one hour per magic point spent in attempting the summons.

Results of the Summons

Success: Typically, a random specimen magically appears at the spot where the Summons was performed, one melee round after the Summons was completed. The creature will be stunned for several moments after it arrives, and will be unable to act until the gamemaster rolls below the creature's magic points ×1 on D100. (Make this roll on strike rank 1 of each melee round after the creature appears.) Once activated, the creature can act. Summoned otherworld creatures automatically are hostile to the summoner and everyone in the area of the summoning. Depending on the relative strengths of the Summoned entity and the summoner, the gamemaster may choose to cause the being to attack the summoner, to flee and remain on the mundane plane, or to return to the otherworld.

There are no special bonuses for a critical success Summoning roll.

About 10% of the time, a successful summoner invokes an exemplary, huge, and/or more powerful version of the Summoned entity than he expected. Just as there are powerful lords and kings on Earth, so are there equivalently more powerful lords and kings for otherworld creatures. Such beings can choose to pass to the mundane plane when a foolish summoner shows them the way by trying to summon one of their subjects. The statistics given for discorporate creatures and elementals in the Creatures book cover about 30% of the creatures' population. There are spirits with POWs of 35, 50, and 100, though not many. There are also colossal elementals and some very nasty wraiths and demons.

Failure: No creature appears. The magic points spent on the summons are lost, as if the ritual was successful.

Summons Encounter Table

1D100	*Encounter*	*INT*	*POW*
01	Bad Man	20	35
02-07	demon	3D6	3D6+6
08-17	disease spirit	—	3D6+6
18-37	elemental	—	varies
38-57	ghost	2D6+6	6D6
58-61	hellion	4D6	3D6+6*
62-66	healing spirit	—	4D6
67-71	intellect spirit	1D6	2D10
72-76	magic spirit	3D6	4D6+6
77-81	passion spirit	—	3D6+6
82-86	nymph	depends on type	
87-91	power spirit	—	2D6+3
92-96	spell spirit	per spell	3D6
97-00	wraith	2D6+6	5D6+6

*This refers to the hellion's CON, which is also equal to its armor and magic points.

If the simple success roll is fumbled, then the gamemaster rolls percentile dice on the Summons Encounter Table to determine what actually appears. Creatures appearing as the result of a fumbled summons always will be malign and will remain and attack the summoner for as long as they desire. If the creature begins to lose the battle, it will either flee or return to the otherworld. Some Summoned creatures have no effective attacks (healing spirits, intellect spirits, etc.).

Other Uses and Consequences of the Spell

An adventurer can learn the True name of any Summoned creature by succeeding with a Control / Command / Dominate (Species) spell and asking that question. The answer usually will be pulled up from the being's unconsciousness. This method also can reveal specific information about the creature's characteristics or skills. Each specific question requires an additional use of a control-type spell.

Sometimes a magician will desire to Summon a creature that he has Summoned before, perhaps a creature powerful enough to do the job, but not dangerously overpowering — an achievement only possible if the adventurer knows the creature's True name. (A True name is the magical, unique name which every being has individually, one ordinarily not consciously known.) The Summoning of a known creature is performed identically to any Summoning, except that a named request is made. This is also safer than random summonings, for no unexpected monstrosities will appear.

An adventurer can lose control of a creature in several ways. The creature can be destroyed through the loss of characteristics or hit points. Any time that a control-type spell fails, then the Summoned creature is free. An adventurer can steal control of a Summoned entity by dispelling the control spell and casting his own, or by casting a control spell on a creature which is bound into an item that the adventurer can use (see conditions for Enchantment).

Normal Summoning Targets

The following species are normally summoned with the Summon (Species) spell. Any such spells can be learned by any adventurer, as long as the gamemaster indicates that it is available. Usually Summons spells are learned only for entities that they can control, using the control spell.

chonchon
cult entity
cult spirit
disease spirit
elemental
ghost
healing spirit
hellion
intellect spirit
nymph
passion spirit
power spirit
spell spirit
wraith

Enchanting

The Enchanting ritual is used in conjunction with Enchanting ritual spells to store the knowledge of spells in physical items, magically defend places against intruders, gain control over other creatures, and for many other purposes. Later in this chapter are given descriptions of the Enchanting ritual spells that are available to the three types of magicians.

Here is Nikolos in his study, during a pause in his research into various types of summonings. All about him lie the instruments of sorcery: vials of strange animal parts and mixtures of rare chemicals, books on the arcane arts, magical implements, and cages for various live creatures.

General Conditions and Definitions

Through Enchantment, a permanent change in the environment is magically caused. The type of Enchantment performed depends on the ritual spell focusing and directing the procedure. Enchanting requires that the enchanter permanently lose something in order to effect the permanent change—usually the loss is current POW. As a permanent change in the world, an Enchantment cannot be Dispelled, Dismissed, or Neutralized, though the runes of the Enchantment can be broken and the effect of the ritual thus cancelled.

Anything can be Enchanted: one or more hit locations of complete, incomplete, or otherworld creatures, and inanimate objects (up to 25 SIZ points per point of POW used in the enchantment). To Enchant an area, thing, or creature the enchanter must inscribe the runes of the Enchantment on, in, or about the ritual object. The appropriate craft of inscription known to 30% by the enchanter is considered sufficient to competently inscribe the runes. The enchanter can have another person with a higher craft skill work the runes into the item, though the enchanter must perform the ritual.

Generally, Enchanted items can be easily carried and touched by their owner. There is no limit to the number of Enchantments performable on an item. (Remember though, that Enchanted items can be lost or stolen and are therefore somewhat vulnerable.) Usually Enchanted items hold some symbolic or magical significance for the owner or the user. Rings, amulets, wands, and staves are commonly Enchanted. Adventurers may try to enchant any item, subject to gamemaster supervision.

Unless the Enchantment includes limiting conditions (see below) that indicate otherwise, anyone can use an Enchanted item.

A place can also be Enchanted. Perhaps intruders will trip activation of one or more spells, or perhaps an adventurer will have stored magic points or spells at a particular location — a sprite's glen, a cursed tomb, a ghost's haunt, a sorcerer's study, a temple's inner-sanctum, or the vale of thorns shielding a sleeping beauty.

Preparation for Enchantment

The enchanter must inscribe the runes of power that will focus the energies to be released during the ritual. If Enchanting a place, then these symbols must be inscribed into ground, trees, rocks, or other substances within the area of Enchantment. The symbols need not be visible, but they must be made of or from substance. Enchantments of animals or people must be accomplished through runes tattooed onto the particular creature to be affected. Inscribe the runes in as permanent a fashion as possible: if the symbols are destroyed the enchantments are also destroyed.

Procedure for Enchantment

The Adventurer's player must inform the gamemaster that his adventurer is attempting to Enchant an item or a place and he must indicate the place or item.

The player must announce the Enchanting ritual spell that his adventurer is going to use, any conditions that he will include, and the amount of POW that he is going to expend.

For each point of current POW that will be expended, one hour must be spent performing the Enchantment.

At the end of the time spent performing the ritual, the adventurer's player must successfully roll D100 equal to or less than his magician's Enchanting ritual skill.

The current POW used in the Enchantment must be expended at the conclusion of the ritual whether or not the player's D100 roll succeeded.

If the Enchanting ritual skill roll succeeds, then the allotted current POW is expended and the item or place is Enchanted as desired. If the Enchanting skill roll fails, all of the current POW used in the Enchantment is lost and the item or place is not Enchanted. There is no further penalty or bonus for fumbling the Enchanting roll or for rolling a critical result.

Breaking the Rune of an Enchantment

Since enchantments are permanent changes in the environment of the magician, they cannot be Dispelled, Dismissed, or Neutralized. To remove an enchantment, the runes used to focus and contain the magical energies must be broken. To do that, they must be found. (That could take some time if the enchanter was clever.) Then the thing inscribed with, bearing, or containing the runes must be destroyed by eliminating all of its hit points; only then is the Enchantment broken.

Restoring Broken Enchantments

A broken Enchanted device can be repaired without redoing all of the Enchantments. First the pieces of the broken device must be collected, reassembled, and reconnected. Then, to restore the Enchantments, an adventurer who can use the item must spend one point of POW for each ritual spell that was used on it. (It does not matter how many POW points originally were used for those ritual spells.) This procedure also restores any conditions attached to the Enchantment. Only an entire Enchantment can be restored. An enchanter cannot restore only part of an Enchantment.

Cormac's Saga *Nikolos dropped his only magic item, a gold amulet. After collecting all of the pieces, Nikolos uses his Form/Set Gold spell to reconnect them. Then, in an Enchanting ritual, he spends 3 points of current POW to restore the three enchantments the amulet held (one each for the Heal 2 and the (Sight) Projection spells, and the third one for the 10-point magic-point storage capacity). The condition that only former apprentices of Old Naws could use the amulet is also restored, free of any magic point cost.*

Conditions on Enchantments

Every enchantment can be modified by attacking conditions during the Enchantment. An enchanter learns how to add conditions as part of his training. The enchanter's player states the conditions that he desires and expends the appropriate amount of his adventurer's current POW when he makes his success roll. Once a condition has been added to an enchantment, it can never be removed or expanded, though later the enchanter can further restrict it.

There are six classes or kinds of conditions. Each class costs 1 point of current POW to include in the Enchantment but, except for Area-Effect Conditions, each class of condition will never cost more than 1 point of current POW to include, no matter how complex the stated condition within the class. The gamemaster naturally rules as to the number of classes actually within a stated condition.

Area-Effect Conditions: The Enchantment affects an area rather than a specific object; the size of the area is determined by the number of POW points expended. An area Enchantment using only 1 POW point will affect a 1-meter-cube. A 3-POW-area-Enchantment will affect an area the volume of a 3-meter cube, and so on. Anyone eligible can use the magic point storage capacity of spell matrices Enchanted into an area. The magical strength of an area-effect attack is equal to the total number of POW points used to enchant the area.

Attack Conditions: An attack condition added to a spell causes it to be cast when a target defined by additional target conditions violates the space or touches the item.

Link Spell Conditions: This Enchantment links together specified spells to create unusual effects. Expending 1 point of current POW allows the magician to tie together any or all spells that are Enchanted in the device. This essentially creates one very complex spell. To cast any one of the spells that are linked together requires casting the others as well. If, at a later time, the enchanter wished to link more spells he must expend another permanent point of POW.

Link Magic Point Conditions: This Enchantment links the magic point storage capability in a device to a spell or spells (if the spells are linked as well) so that when the spells are cast the magic points used automatically come from that storage. Of course, magic points must exist in storage for the spells to draw from it.

Target Conditions: These conditions are used to define exactly who will not be affected by the Enchantments in an item. If target conditions are not specified then the item will work against anyone. If target conditions are included as part of the Enchantment then the spells in the item will not be triggered by any target who fulfills the conditions. If the spells are cast by someone using the item, they will automatically fail against protected targets.

User Conditions: Normally, anyone can use an item. User conditions make it possible for the enchanter to restrict the use of the item. A point of current POW spent allows the creator to bar one specific person or group of people from using the item. Any number of people can be included in the group as long as the group is clearly identified. It could be so large as to exclude everyone but the enchanter. Once this condition has been added to an item, the specified people can never use the item. If the enchanter later wants to restrict another person or group of persons, he must spend another permanent point of POW in an Enchanting ritual. If no one but the enchanter can use an item, then it will become useless when he dies. Only people who can use an item can add to the Enchantments or conditions in that item.

It is possible to tie a condition to only part of the Enchantments on an item, for example while anyone could use the magic point storage capability of a ritual

sword, only a storm-priest could use the Bladesharp spell matrix.

Ritual Enchanting Spells

There are several common effects that an Enchantment can have, as described by the ritual spells below. A magician can learn to do each of these things through Enchanting by learning the appropriate Enchanting Ritual spell.

Armoring Enchantment

This enchantment is used to increase the armor points of an object or to give armor points to an object Each point of POW sacrificed in the Enchantment imbues the object with the equivalent of 1D6 points of armor. These armor points become one with the object. If this enchantment is used to create or increase the armor points of a living creature, each hit location must be magically treated. If this spell is used to increase the armor points of armor, then it will affect the armor of a single hit location only.

Binding (Species) Enchantment

This enchantment binds only otherworld creatures to places or to within magical items.

Capturing Creatures Within Items: To capture a creature, the item must be Enchanted with 1 point of the Binding enchantment per type of characteristic possessed by the creature. The enchanter traps the creature's spirit and physical form, if any, within the substance of the binding object. Those few otherworld creatures with SIZ do not add to the item's weight, nor would elementals add heat, wetness, etc., to it.

Capturing a creature in an enchanted item violates its natural instincts and requires a successful Control/ Command / Dominate roll to succeed. Binding enchantments are species specific so an enchantment created to capture one species of creature cannot be used to capture another species. Once a creature is captured in an object it will remain that way until the object is destroyed or the creature is released. The destruction of a particular creature that is bound to an item does not mean that the item is useless, though the owner must Control / Command / Dominate another creature and again command it into the item.

A creature bound within an item has no natural senses and cannot perceive the world about it unless it uses magic. People in physical contact with an enchanted item can mentally communicate with a creature bound inside (if there are no conditions to the contrary) and can automatically command the creature to use its abilities.

Some creatures have knowledge or abilities which the wielder can use while it is Bound within an item (i.e. intellect spirits, magic spirits, and power spirits). However, many creatures are not very effective when so trapped and must be released to be useful (i.e. wraiths, healing spirits, elementals, etc.). Without the use of a control spell, a creature can be released from an item to perform one function, then it is free. If a control spell is used before the creature is released, then it can be commanded to perform many actions and return to the Binding item. Control spells automatically work against creatures while they are bound in items.

Also, a control spell supercedes the innate control held over a creature bound into an item. An enchanter who does not use conditions to restrict the use of his items may find his Bound creatures stolen from him or turned against him by crafty opponents using the proper control spells. Anyone who can use the item can also cast spells on the creature trapped inside, and he does not need to be in physical contact with the item to affect the creature with spells. He must use magical means of seeing on the mundane plane (Mystic Vision, Soul Sight, or Second Sight) to target spells aginst a Bound creature.

Elementals and other creatures who are trapped in items cannot regain lost hit points until they manage to return to the otherworld.

Capturing Creatures Within Places: Binding a creature within a place means that the creature's movement is restricted to within a specific volume of space. The POW costs for Enchanting an area to capture a creature are the same for Enchanting an object plus the costs for using the area-effect condition. Creatures Bound within a place can use their normal senses to survey the area within and without of the entrapping volume.

Magic Point Matrix Enchantment

Each point of POW sacrificed in such an Enchantment can be used to store one magic point. These stored magic points can be used to power or to boost spells by anyone who can use the item. Magic points stored in Enchanted items do not regenerate on their own (they have no characteristic POW), but the user of the item can refill the magic point storage capacity by expending his own magic points. It will take one melee round to store one magic point in an Enchanted item. An Enchanted item cannot hold more magic points than it has capacity to store them.

Spell Matrix Enchantment

Using a spell matrix, an enchanter can store the knowledge of a spell in an item. Anyone who can use the item will gain the knowledge of the spell whenever he is in physical contact with the item, though he will forget the spell as soon as he loses that contact.

Even though practitioners of the different magic systems use the same procedure to enchant the knowledge of a spell into an item, the results for each differ. Spirit magicians and sorcerers do not lose the knowledge of spells for which they create matrices. Divine priests do lose the knowledge of the spell.

Spirit Spell Matrix: The user of such an enchanted item has a chance of casting that spell equal to his POW ×5. The person also needs to spend 1 magic point per point of spell.

Divine Spell Matrix: a divine spell that is Enchanted into an item will be cast with 100% skill. If the casting fails, the user can try again the next melee round. Once used, the user must take the item back to the pro-

per temple and perform a worship service before the spell can be used again. In essence, the Enchanted divine spell works like priestly magic.

Only priests can Enchant divine spells into items. One-use spells cannot be Enchanted. When the Enchantment is completed the priest will lose the use of the re-usable spell himself but can resacrifice the POW to regain its use.

Sorcery Spell Matrix: a person who uses an item containing a sorcery spell must develop his own casting skill. He starts with a percentage chance to use each spell in the item equal to his magic skills category modifier. He increases his skill at casting such spells only through experience. If he later truly learns the spell (so that he remembers the spell when not touching the magic item), he will retain his developed skill.

If he is already skilled at using a spell contained within an Enchanted item, then he can cast the spell at his normal percentage.

Cormac's Saga *Let's say that Nikolos discovered an ancient amulet which held matrices for three spells: Bladesharp 3 (spirit magic), Telepathy (sorcery), and Madness (a 2-point divine spell) and that it did not have any limit on the user. Even though Nikolos has never before cast spirit magic, he has his POW ×5 as a chance of casting the Bladesharp spell as long as he touches the amulet, and he must expend 3 magic points. Since he has used the Telepathy spell before (even though he currently doesn't have it memorized), he can use his full 46% skill and at least one magic point when using the item. He can manipulate the Telepathy spell if he desires. If he wishes to cast the Madness spell, he will have a 100% chance of it working. Before the spell will work again Nikolos must, however, take it back to a temple and perform an unknown to him worship service to the proper god.*

Once a spell has been Enchanted into an item it may not be changed, though more spells could be later added. A point of POW expended during an Enchantment will form a matrix for 1 point of spell. Divine spells can be stacked in an item (i.e. more powerful versions of the spell can be held in the item). Stackable spirit spells can be slowly Enchanted into the item, a point at a time. A Bladesharp 1, would have to be followed by a Bladesharp 2, and a Bladesharp 6 with a Bladesharp 7. Adding a Bladesharp 1 to a Bladesharp 1 only results in two Bladesharp 1 matrices. A sorcery spell enchanted into an item can be manipulated to make it more powerful. (This will, of course, raise the POW that must be sacrificed.) A more powerful sorcery spell Enchanted into a device will not cost a sorcerer using the item free INT. Thus, if Nikolos made or found an item containing an intensity-5 Smother spell, he could use his full free INT of 10 points to further manipulate the spell. The 5 levels of intensity enchanted in the item do not cost Nikolos free INT.

Strengthening Enchantment

With this enchantment the hit points of a creature can be increased. Strengthening cannot be used on weapons, object, or creatures that do not have hit points. At the casters discretion, each point of POW that is expended during the Enchanting ritual will increase either the creature's total hit points or the hit points in one location by 1D6. Of course, if total hit points are increased, the hit points in each location may well increase as well.

Players Notes On Rituals

The following is a guideline to aid players whose adventurers are using ritual magic. These guidelines should help players avoid some of the common mistakes that occur when the rituals are used.

Ceremony Notes

Spirit magicians will frequently use the Ceremony ritual to augment their Healing or other spells which have permanent effects. Using Ceremony on temporal spirit spells is usually uneconomical — the Ceremony ritual may take longer than the spell's duration.

Priests should use Ceremony mainly with the other rituals to ensure their success, or if they are grossly overencumbered, to partially or entirely avoid the lowered spell casting percentage.

Sorcerers will find Ceremony very useful — particularly in their early careers when their casting success percentages are low.

Summons Notes

Frequently it is much safer for two magicians to cooperate during a Summons ritual. One magician can summon the desired creature and the other can prepare the control-type spell that must be used. Control / Command / Dominate (Species) spells sometimes require considerable time to complete, particularly for sorcerers, and the summoned creature may well attack the summoner before the control spell is cast. Permanent control of a creature can be gained by capturing the summoned creature within an object enchanted with the Binding Enchantment. This object should be created before the magicians perform the summons. A single sorcerer can combine the summons ritual with a control-type spell through the use of the Multispell skill. The control spell is then cast as the summons is completed, saving valuable time in the face of a hostile creature.

Enchanting Notes

A magician will save time and POW if he or she determines the conditions that he wishes to place upon an enchanted item at the time that the enchantment is created. He then needs to make only one roll for creating the enchantment and conditions at the same time. If the magician wishes to add the conditions separately from the enchantment — thus risking less points of POW initially — then the magician's player needs to succeed with another enchanting procedure.

On Bound Creatures

A magician dealing with bound creatures needs to be very careful. While only one magician's control spell can be in effect on a creature at any one time, another magician can wrest control of a creature by either dispelling the previous spell and casting his or her own control spell, or by casting a more powerful control spell on the creature using the Combined Spells rules given in the Introduction to Magic chapter.

A creature bound to an object can be released and commanded to perform one action (suitable to the type of creature) as a result of the innate control of the Binding ritual. The creature is free afterward from the Binding. The magician must succeed in a new control-type spell to force the creature back into the item or to have it perform more than one action.

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