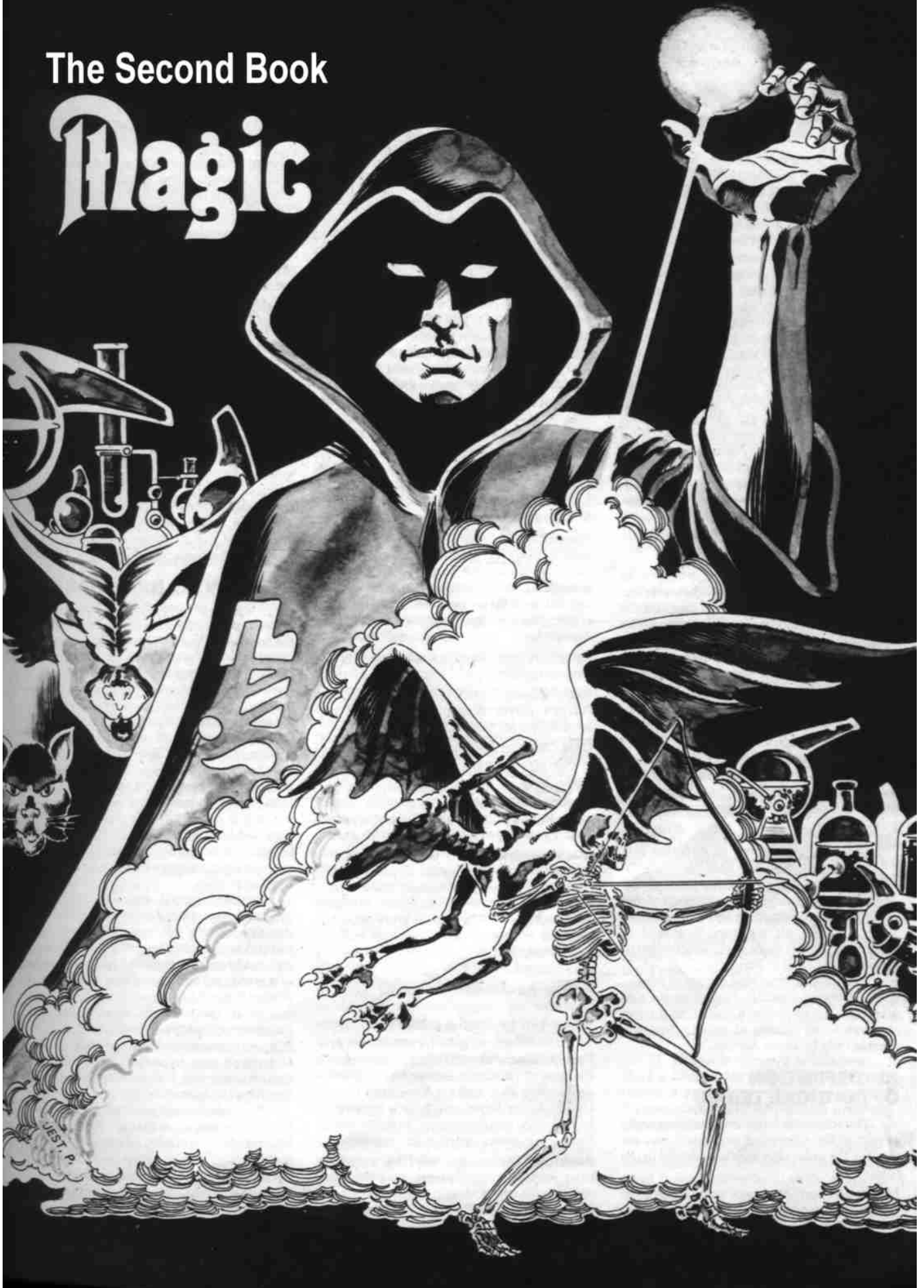


The Second Book

Magic



VI. MAGIC

Magic Represents the effects exerted on the abilities of individuals by contact between this dimension and other dimensions. Where two or more dimensions or planes coincide there is a leakage of energy from one to another. Those who have the talent and knowledge can tap the energies of other dimensions and shape them for use in this plane. Such men are called magic users or Adepts.

There are three types of magic: Talent Magic operates more or less automatically, while Ritual and Spell Magic requires a period of preparation before they become operational. Generally, the more difficult a task, the longer the period of preparation required. Spells may be prepared within minutes, but Rituals can take hours (and even days) to perform.

Whenever an Adept desires to cast a spell (and usually when he desires to perform a Ritual), the character executes the following steps:

1. He prepares the Spell or Ritual by drawing on energies from other dimensions.
2. He then "Looses" the Spell or completes the Ritual. a Cast Check must be made for all Spells and most Rituals to determine if the operation has had the desired effect. The Cast Check can result in the Spell or Ritual (a) failing, (b) dissipating, (c) impacting for the desired effect, (d) impacting for double or triple effect, or (e) backfiring in one of a variety of possible ways.
3. If the Spell or Ritual was designed to take effect over a particular entity with a Magical Resistance, the entity's player (or the GM if the entity is a monster or NPC) may then make a "Resistance Check" to determine if the entity is affected by the Spell or Ritual.
4. Unless the magic fails, dissipates, backfires, or is resisted, it takes effect over the specific entity, object, or area that it was designed to affect.

These four steps are implemented for almost every attempt at using non-Talent Magic. Where this sequence is altered or suspended, note is made in the in the description of the particular Spell or Ritual.

There are 12 separate Colleges of Magic. Each represents a specific type of magic, and each has a list of Spells, Rituals, and Talents common to all Adepts of that College and usable only by those Adepts.

25. DEFINITION OF MAGICAL TERMS

The following terms are used frequently as part of the rules governing magic and are listed in the order that they are encountered in the rules:

Mana: The stuff of magic, mana is a type of energy common to other dimensions.

Talent Magic: Talent magic consists of those special abilities that make use of the small amounts of mana existing on this plane and that therefore operate automatically.

Spell Magic: Spell magic consists of magical formulas which require anywhere from a few seconds to perform and which result in specific alterations of Natural Law.

Ritual Magic: Ritual Magic consists of those procedures and techniques of magic that require the magic user to spend large amounts of time (hours, usually) to prepare the powers he intends to use.

College of Magic: All magic is divided into distinct forms called "Colleges" which give order to the multitude of magic techniques available to magic users. Each College specializes in a particular type of magic (e.g., Fire Magics, Necromancy) and teaches its Adepts the techniques and disciplines necessary to perform its special type of magic. The knowledge governed by each College is of two types: General and Special Knowledge:

General Knowledge: All Colleges of Magic have a body of spells, talents, and rituals which are classified as General Knowledge. Such knowledge is taught to all Adepts of the College during their initial training.

Special Knowledge: All Colleges of Magic have a body of secret spells, talents, and rituals which are not taught to all Adepts as part of their apprenticeship, but may be learned later by an expenditure of time and effort. Such knowledge is termed Special Knowledge.

Adept: A member of a College of Magic is termed an Adept.

Cast Check: The process whereby an Adept's player determines if he has successfully performed a spell or ritual.

Cast Chance: The modified Base Chance of effectively casting a spell or performing a ritual.

Resistance Check: The check that is made to determine if a resisting entity is affected by magic or if the magic dissipates.

Magic Resistance: All sentient beings have the capacity to resist magic directed against them. This ability is termed their Magic Resistance and is a function of their Willpower, modified by their knowledge, the presence of counterspells, where the magic is performed, and how powerful it is (among other things).

Active Resistance: A special type of resistance to magic whereby the Magic Resistance of a target is subtracted from the Cast Chance.

Passive Resistance: Passive Resistance is the type of resistance engaged in by all sentients when they make a Resistance Check.

Backfire: The process whereby a spell or ritual is so spectacularly ineffective that it has unpredictable and usually unwanted results is termed "backfire".

Cold Iron: All metals in a non-liquid state that are composed of wholly or substantially of iron ore products are termed Cold Iron. These include both iron and steel. Such metals in a liquid state (in a crucible, for instance) are not

"cold". Cold Iron inhibits the ability of individuals to use mana.

Counterspell: A special type of magic spell which protects, either specific individuals or areas, against the effects of a particular brand of magic is termed a counterspell.

Thaumaturgies: One of the three branches of Magic.

Elementals: The second of the three branches of Magic.

Entities: The third of the three branches of Magic.

Consecrated Ground: Any ground that has been consecrated to the service of the "Powers of Light" as defined by the GM is consecrated ground and affects the abilities of all characters to resist magic. There is no College specifically dedicated to the Powers of Light, because it is assumed that they are non-magical in nature and are, in effect, opposed to magic. Most temples and monasteries and some graveyards will be consecrated ground. Barrows, pagan temples (those in which magic forms part of the ritual) and the dwellings of magical beings can never be consecrated ground.

26. HOW MAGIC WORKS

Magic is of three distinct types: Talent, Ritual, and Spell Magic. Talent Magic is discussed in IV as it applies to the special racial skills of characters. Talent Magic in the form of the talents accessible to Adepts of a particular College is described in the section dealing with the College to which it applies. Ritual Magic is discussed in detail in 208. Spell Magic is the subject of most of the rest of this section, since most magic will be of that type.

In game terms, Talent Magic is distinguished from the fact that (1) it is common to all members of the race or College of which it is a characteristic part and is never "learned," (2) magical talents are useable automatically without the necessity of preparing a spell or ritual.

Ritual Magic is distinguished from other forms of magic by the fact that (1) it requires the expenditure of large blocks of time (several hours, usually) and (2) a magical effect resulting from Ritual Magic will often be of a prolonged and/or delayed nature. In addition, Ritual Magic usually requires a large number of special tools and substances and may be restricted to particular times or places (e.g., moonrise on unhallowed ground). Certain rituals may require a check similar to that implemented for spells to determine if they have the intended effect.

Spell Magic constitutes the great majority of the magic available to characters. Unless otherwise stated, all magic mentioned in these rules is Spell Magic. All Spell Magic has the following characteristics in common:

1. The magic consists of individual spells, each having a defined effect, duration, range, and Base Chance of being effective.
2. No spell may be cast unless prepared by the caster through a process of incantation to draw power to activate the spell from another plane.

3. Spells are inexact in their workings and may fail entirely or have unexpected effects on the caster or anyone else in the vicinity.

4. Magical spells are almost always more effective against inanimate objects than against animate objects and against non-sentient than against sentient beings due to the ability of higher orders of conscious beings to resist the effects of magic in proportion to their level of consciousness and the power of their life force.

5. The casting of a spell drains energy from the caster in the form of Fatigue Points expended to cast the spell.

6. Magic users are limited as to the number, type, and rank of spells they may use by their Magical Aptitude, College, and experience.

7. Spell magic is the primary type of magic that will be used directly during the Tactical Procedure.

27. HOW TO CAST SPELLS

Casting a spell is a two-part process. First, the spell must be "prepared" by the adept who taps the power of other planes of existence in order to power the spell. Preparation of a spell is subject to certain limitations as discussed in 29. Once prepared, the spell is "loosed" by an expenditure of energy in the form of fatigue Points to direct the pent-up power and give it the desired form. Once loosed, a spell will either impact or fail. If it impacts, it may take effect or it may simply dissipate. If it fails, the spell may backfire (see 30.). The spell may be especially effective in terms of range, duration, or effect if it is cast particularly accurately. The effectiveness of the spell and the possibility of backfire are governed in part, at least, by whether or not the spell is being actively resisted.

The casting character's player announces that a spell is being cast, its nature and target (if any). He then modifies the Base Chance of the spell as appropriate. The addition or subtraction of all values affecting the cast from the Base Chance for that spell produces a Cast Chance. The player then rolls D100. If the resulting dice roll number is less than or equal to the Cast Chance governing the cast, the spell impacts. If the dice roll is 5% or less of the Cast Chance, the effect of the spell is tripled. If the dice roll is between 6 and 15% of the Cast Chance, the effect of the spell is doubled. The Special Damage Table lists the dice rolls producing double or triple damage. If the dice roll is more than 30 higher than the Cast Chance during combat, or 40 higher when not involved in combat, the spell has not only failed, but has backfired and the Backfire Table is consulted. When a spell impacts, any possible target may, if it has a Willpower value, make a Resistance Check. The target character's player rolls D100. If the resulting number is equal to or less than the character's modified Magic Resistance the spell dissipates and has no effect on the character.

[27.1] It costs 1 Fatigue Point to cast a General Knowledge Spell and 2 Fatigue Points to cast a Special Knowledge Spell.

The distinction between General and Special Knowledge is discussed in 34. If a character is in area designated as "Mana Rich" by the GM, the cost to cast a Special Knowledge spell is 1 and there is no cost to cast a General Knowledge Spell. Such areas are, however, rare and include primarily locations where human sacrifice is practiced regularly or where the boundary between dimensions is weak so that large amounts of mana leak through. Often mountaintops or clearings in deep jungle will contain such "portals." These areas are likely to be well guarded by beasts and individuals attracted by their magic, including a larger than usual proportion of Fantastical Beasts. Even in mana rich areas, a character must pay the Fatigue Cost to cast a spell upon loosing it or it has no effect.

If the character is in area designated "mana poor" by the GM, the Fatigue Cost to cast a spell is *doubled*. Such areas will be much more common and will often include the more civilized and densely-inhabited parts of the world.

[27.2] A magic user may not cast a spell unless he has sufficient Fatigue Points to pay the cost of casting the spell.

Unless otherwise specified, the Fatigue Cost to cast a spell is assumed to be 1 for General Knowledge spells and 2 for Special Knowledge spells, as described in 27.1. However, a GM need not tell an Adept in advance that an area is mana rich or mana poor, and an Adept could thus attempt to cast a spell without knowing that the cost was at variance with the norm. In such cases, the Adept would have to either pay the any additional cost to cast the spell or give up the attempt. If the area is mana rich, he pays the cost to cast the spell in a mana rich area, not the normal cost for the spell. The GM tells a character only after the spell has been prepared (at the moment when the character is about to pay the Fatigue Cost to cast the spell) that the area is mana poor or mana rich. A character may always choose to abandon the attempt in such cases, but any time (and, in combat, Pulses) spent preparing the spell is lost.

[27.3] A character always expends the necessary Fatigue Points to cast a spell whether the spell is effective or not.

At the moment the character's player rolls D100 to make the Cast Check to see if the spell impacts, the Fatigue is expended. A character may not change his mind about the spell once it is being cast and the check is being implemented. Regardless of the results of the Cast Check or any succeeding Resistance or Damage Checks, the Fatigue is expended.

[27.4] There is no Fatigue Cost to prepare a spell.

Fatigue is expended at the moment the spell is loosed, not before. Thus, a character could prepare a spell and then decide not to loose it and there would be no cost in Fatigue Points.

[27.5] A spell must be used immediately upon being prepared or it is dissipated and the preparation must be repeated before it can be used.

A character prepares a spell immediately before use. He cannot keep a spell prepared for any length of time. Once he announces that the spell is ready, the character must immediately loose it or the spell is dissipated. Only one spell can be prepared at any one time.

[27.6] A character must remain immobile and may engage in no other activity while preparing or casting a spell.

If a character moves, attacks, attempts to remain aware of his surroundings (by, say, listening for intruders) or even speaks to another player or the GM about something not related to a point of information about the spell, the preparation is interrupted and the character must begin over again.

[27.7] A character's chances of effectively casting a spell may be increased or decreased by a variety of factors.

The following modifiers are added to the character's Cast Chance.

Each point the caster's MA is greater than 15	1
Each point the caster's MA is less than 15	-1
Each Rank the character has with the spell they are casting	3
Each hour (maximum of 10) the character spends preparing the spell	3

[27.8] A character must spend one full minute to prepare a spell and loose it during the Adventure Sequence and a lesser amount of time to prepare and loose the spell during the Tactical Procedure.

It takes one Pulse to prepare a spell as part of the Tactical Procedure and another full Pulse to loose the spell. The details of spell casting in combat are discussed in 33. Due to the lack of time for proper preparation, spells have a greater chance of backfiring in combat than normally.

[27.9] There is always a chance that a character can successfully resist a spell even after the spell has successfully impacted on the character.

The character's player makes a Resistance Check by rolling D100 and if the result is less than or equal to the character's modified Magic Resistance, the spell does not take effect even though it did impact on the character. The

Resistance Check is modified as described in 31.4. A spell resisted in this manner does not produce a backfire result. It is simply treated as a failed spell.

28. THE EFFECTS OF SPELLS

Spells that are successfully cast and that are not resisted immediately take effect on the character(s) or object(s) over which they were cast. In some cases, the duration or severity of damage due to a spell, or some other aspect of the spell, will have to be determined by the GM or via a die roll. All such determinations are mentioned in the description of the spells (see 36 through 47 for spells by College). If double or triple effect is achieved using a spell, the casting character's player must choose the attribute of the spell that will be doubled or tripled (see 28.2).

[28.1] In some cases, it will be necessary to make a Damage Check as a result of a successful spell cast.

Whenever a character is affected by certain spells, the effects of those spells will include damage to either Fatigue or Endurance. In such cases, the damage is determined by making a Damage Check in the same manner as for damage due to physical combat (see 18.4).

[28.2] The casting character's player determines what effect a spell's power will have on the spell.

There are three characteristics of a spell that can be multiplied by the caster as a result of a spell taking double or triple effect: range, duration, and damage. Range is the maximum distance (usually given in feet) over which the spell can be cast (i.e., between the caster and his target). Duration is the length of time in minutes, hours, days that a spell will last. Damage represents the amount of injury a spell can do as a result of being successfully cast against a character or object expressed in terms of Damage Points.

Whenever a spell is cast for double its normal effect, the casting character's player has the option to double either the range, duration, or damage of the spell. Not all spells are ranged (i.e., can be cast over a distance), have a set duration, or do damage. An attribute that does not apply to a particular spell cannot be multiplied.

Whenever a spell is cast for triple effect, the casting character's player has the option of tripling either the range, duration, or damage done by the spell or of doubling any two of these three characteristics or of decreasing the target character's Magic Resistance by 20.

[28.3] A character may not attempt to cast a spell at a target that is not within a range in hopes of achieving a double or triple effect.

[28.4] The description of each spell lists its specific effects, range, duration and other appropriate material.

Each spell is fully described under the College to which it belongs. The following information is included.

Range: The maximum radius in feet within which the caster can make the spell take effect.

Duration: The maximum length of time in minutes, hours, or days that the spell remains in effect.

Experience: The multiple used in conjunction with the rank to be achieved to determine the cost of increasing a character's Rank with a particular spell (see 87.4).

Base Chance: The basic percentage chance of causing the spell to take effect on a particular object or person within a circumscribed area.

Resistance: The conditions under that the workings of the spell can be resisted by a being subject to its effects.

Effects: The general purpose and consequences of the spell. Includes potential damage as well as special effects.

29. RESTRICTIONS ON MAGIC

Adepts may be restricted as to when and where they can employ magic according to general rules covering all magic or by specific restrictions concerning their College only. Restrictions of a general nature are discussed in this section. Restrictions covering only individual Colleges are discussed under the sections dealing with those Colleges.

[29.1] A character may never prepare a spell or engage in ritual magic while in physical contact with cold iron.

He can exercise any Talent Magic he can possess as a result of his race, but not Talent Magic stemming from his membership in a College of Magic. Cold iron is defined as any metal composed substantially or wholly of iron ore and its direct products, iron and steel. The amount of cold iron that will prevent an Adept from using his powers is relatively small, but not minute. Generally, no more than a few ounces is sufficient to prevent the working of all but racial Talent Magic. However, the final determination as to whether or not a character is affected by cold iron on his person is up to the GM.

The Adept must be in direct contact with cold iron for this stricture to apply. In all cases, such determinations are the province of the GM.

An Adept cannot prepare a spell, use the special talents of his College, nor perform Ritual Magic while wearing armor made of cold iron or holding weapons or tools made of cold iron under the provisions of this rule. This does not mean, however, that Adepts cannot wear armor or use weapons or tools. There are three possible means of circumventing the effects of cold iron.

1. The character can wear non-metallic armor (leather for example) and carry weapons and tools made of bone, wood, or stone. Tools and

weapons of bone, wood, or stone will always be less effective than similar weapons made of metal. Thus, when using a non-metallic nature, but similar in design to an existing weapon on the Weapons Table made of cold iron, the Adept would do 2 fewer points of damage and would have his Strike Chance with the weapon reduced by 10. The same general reduction in effectiveness should be adhered to by the GM in assigning values to any tools normally made of cold iron that the magician uses in their non-metallic form. Note that this provision is meant to apply to the substitution of other materials for cold iron in items normally made of metal. A quarterstaff, for example, would not be any less effective in the hands of a magician since it is a weapon made of wood anyway. However, arrows would be less effective, since their (normally metallic) heads would have to be made of stone or bone.

2. The character can use metallic items that contain little or no cold iron. These include items made of such soft metals as copper and tin (and, of course, their product: bronze). Such items will always be less effective than items made with cold iron, though not as radically so as in the case of bone, wood, or stone implements. A character can purchase items of soft metal for the same price as other weapons, but they always do 1 less point of damage and they always do 1 less point of damage and they can break on a roll of 92-99 instead of just 99. Bronze armor (scale, chain plate, partial plate, or improved plate) always has a Protection Rating 2 less than the rating for the same type of armor made of cold iron.

3. The character can neutralize the cold iron by combining it with precious metal. There are three types of metal that can be combined with cold iron for this purpose: silver, gold, and truesilver. Articles made from these substances will be equally as effective as items made only of cold iron, but will cost much more. An item made of silvered metal costs 10 times the normal cost for the item made simply of cold iron. A gilded item will cost 120 times the normal cost for the item made of cold iron alone. Truesilver will cost 180 times the cost of the item made from cold iron alone. Silver and gold only partially neutralize the effects of cold iron, but truesilver entirely neutralizes it. The Cast Chance of a character in contact with cold iron neutralized by silver is reduced by 10. The Cast Chance of a character in contact with cold iron neutralized by gold is reduced by 5. A character is not protected from the effects of magic by wearing cold iron. For example, a character in armor plate would still be affected by any spell cast at him despite the presence of the armor.

[29.2] A character must have the freedom to make the necessary gestures and sounds in order to cast a spell or perform a ritual.

Mute, bound, paralyzed, unconscious, stunned, or restrained characters or those engaged in

Close Combat cannot use Spell or Ritual Magic, though Talent Magic is usually possible.

[29.3] A character cannot employ a type of magic or a spell or ritual with which he is not familiar.

Only those spells, talents, and rituals that the character has mastered as a result of his race or College or studies after initiation into the College (i.e., the development of Special Knowledge spells) can be employed by a character.

[29.4] A character cannot perform a spell or ritual without the necessary equipment or working materials where such are required in the description of the spell or ritual.

[29.5] A character cannot cast a spell or execute a ritual if his concentration is broken.

Generally, a character's concentration is broken by being engaged in Melee or Close Combat. Other types of attack or the intrusion of loud noises could serve as a distraction as well. For example, an arrow whizzing past the caster's ear might break his train of thought and spoil a spell. Whether such events do, in fact, keep a character from casting a spell is up to the GM. If he decides that an event may have broken the character's concentration, the character's player must roll D100. If the result is less than or equal to 4 times the character's Willpower, the character is not bothered by the intrusion and continues what he was doing. Otherwise, the character is distracted and the spell or ritual must be started over again. **Note:** This rule is meant to describe the effects on the process of performing magic when a character's concentration is broken. It does not apply to the controlling of spells already cast or to the concentration necessary to control an animal, monster, etc., once a Spell of Controlling has been successfully cast. A character's concentration for these purposes will not be broken by his entering combat or being attacked. It will only be broken if he is killed or knocked out or (perhaps) if he is stunned.

30. BACKFIRE FROM SPELLS AND RITUALS

There is a chance that a spell will backfire. If the Adept's player rolls a number more than 30 higher than the Cast Chance while attempting to cast a spell during the Tactical Procedure or 40 higher than the Cast Chance while attempting to cast a spell during the Adventure Procedure, the spell backfires. It does not hit the intended target. Instead, the GM rolls D100 and refers to the Backfire Table to determine the exact effect of the backfire. Possible effects include Fatigue penalties, affecting characters other than (or including) the original target of the spell, affecting the caster himself, or inflicting a variety of curses and disabilities on the caster. Backfire never occurs as a result of the functioning of talents and

seldom as the result of the functioning of rituals. Where a backfire can occur as a result of the functioning of a ritual, the possible results are often described in the section dealing with that ritual, if not, the GM should invent one.

When a spell has backfired, the GM rolls D100 and consults the Backfire Table. The effect on the Backfire Table corresponding to the number rolled is immediately applied to the character.

[30.1] Backfire Table
(See page 38)

[30.2] All backfire effects are cumulative.

A character may be subject to backfire any number of times and may, in fact, suffer the same curse any number of times as a result of backfire. All effects are cumulative, though their exact nature may be subject to some interpretation by the GM.

[30.3] It may be impossible to apply a specific backfire effect to certain characters or spells.

In most cases, when it is not possible for a spell to have the result indicated on the Backfire Table, there will be no backfire result will be ignored. For example, a spell designed to turn water into wood might or might not have any effect if it backfired in such a way that it was cast on one of the casting character's companions. Whether the innocent victim was unaffected was unaffected or the water in his tissues turned to wood would be entirely up to the imagination and discretion of the GM.

[30.4] The exact effects of specific backfire results are subject to the GM's interpretation.

In most cases, specific reductions in numerical ratings are given when a caster is cursed as a result of backfire. However, ancillary effects of the curse must be determined by the GM within the guidelines of the curse description. Thus, a character struck with senility (roll of 91-95 on the Backfire Table) would forget most of his magical knowledge during his illness and have to relearn many spells, etc. The exact rate of loss or the manner in which the determination was made as to what spells were lost would be determined by the GM. Similarly, a mute character obviously could not cast spells since he would be unable to utter the proper incantations. However, whether his player could even speak with the other players or would be limited to nodding his head or gesturing is a matter left up to the GM to decide. In some cases (loss of sight, hearing, and voice) the effects of the curse have been left entirely to the GM's discretion. He should keep the result of any backfire secret as long as possible. If the result has a variable duration, the GM keeps the duration secret until the effect is over.

[30.5] When a backfire leads to a character being required to lose more

Fatigue than he has available, the excess Fatigue Points are removed from Endurance instead.

Whenever, as a result of backfire, a character exhausts his Fatigue and is forced to reduce his Endurance to satisfy the Fatigue loss due to backfire, the character's player rolls D100. If the result is less than or equal to 10 times the number of Endurance Points removed due to provisions of this rule, the character loses 1 point of Rank from the spell that backfired. If the spell was unranked, it is simply forgotten and must be relearned (even if a General Knowledge spell). Forgetting a spell or losing Rank takes place after all other backfire results are applied. They would not, for example, affect the possibility of a spell reversing itself and affecting the character who cast it in the same Pulse in which that character forgets the spell. An Adept can be stunned if forced to remove a number of points of Fatigue or Endurance greater than one-third of his Endurance as a result of a single backfire result.

31. COUNTERSPELLS AND RESISTING SPELLS

A character who is a target of a spell may resist the effects of that spell if he is conscious and unstunned. Resistance may be either Active or Passive. A character engages in Active Resistance by stating this intention. He may perform no other action and his resistance affects the chances of the spell backfiring or taking effect at all. A character may Passively resist by making a Resistance Check once a spell has successfully impacted on him. A character is not prevented from making a Resistance Check by the fact that he is engaged in other activities at the time the check is made. Both Active and Passive Resistance are implemented using the character's Magic Resistance rating. The character's Magic Resistance is determined whenever it is used by adding to the character's Willpower any modifications due to the character's Magic College or lack of a College as well as special modifiers for Counterspells and general situation at the moment the check is made. A character's chances of resisting magic may be increased by casting a Counterspell over the character.

[31.1] A character who is conscious and unstunned may make a Resistance Check to determine if he successfully avoids the effects of a spell.

The character's player rolls D100. If the resulting number is equal to or less than the character's Magic Resistance (as modified according to 31.4), the character resists the spell and it has no effect upon him. Otherwise, the character is affected normally by the spell. A character is never prevented from making a Resistance Check because he is engaged in other activity at the same time. A Resistance Check is an automatic function. It is implemented any time the character's player states that he wishes to attempt to resist a resistible spell which is about to take effect on him. Each character may only make one Resistance Check per spell cast

over him. Characters who are struck by a spell as part of a backfire result may resist.

All spells listed under the individual colleges contain a statement as to whether or not they can be resisted and whether that resistance can be Active or Passive. A character can only exercise his powers of resistance against a spell in the manner given for that spell. His resistance will always be ineffective unless it is if a type that can be used against the spell being cast.

[31.2] A character may choose to Actively resist a particular spell by stating his intention to do so, but may do nothing else during the time he is Actively resisting.

A character may not move, attack, cast his own spell, or do anything else while engaged in Active Resistance. When a spell which is being Actively resisted is loosed, the Cast Chance for that spell is reduced by the Magic Resistance of the character with the highest Magic Resistance who is Actively resisting the spell. A character involved in combat on the Tactical Display must spend one full Pulse to Actively resist the spell after the spell has been prepared, but before it is being loosed. A character who is Actively resisting a spell does so in the manner described in 33.1. He must announce whose spell that is being cast he is Actively resisting at the moment he chooses to Actively resist. His Active resistance has no effect on any other spell and does not prevent him from making a Resistance Check whenever any spell (including the one he is Actively resisting) impacts on him.

Example: A group of characters is about to have a spell cast over them with a total modified Cast Chance of 67%. One character with a Magic Resistance of 27% Actively Resists. The Cast Check result is 47, and the spell had no effect (67-27=40; 47 is greater than 40) on either the resisting character or anyone else within the group. A backfire may never be Actively resisted. A character whose concentration is broken while he is Actively resisting a spell still expends the necessary time to Actively resist the spell, but is treated as if he were simply engaged in Passive resistance. A character's concentration is broken for this purpose whenever he is subjected to a Melee or Close Combat attack or otherwise has his "elbow joggled." anything that would prevent a character from preparing or casting a spell due to breaking the caster's concentration would also prevent Active Resistance (see 205.5).

Since the nature of a spell is not revealed until actually loosed, a character could attempt to Actively resist a spell not affected by Active Resistance. In this case, the Active resistance has no effect, but any time expended on resistance is lost anyway.

[31.3] A character's Magic resistance will be affected by whether or not he is under the protection of a counterspell.

A counterspell is cast in exactly the same manner as any other type of spell, but it is cast only over a single specific character or area and has as its object defeating the effects of other

spells cast by members of the specific College against which the counterspell is directed. There are 24 different counterspells, two for each College. The General Knowledge spells of each College are inhibited in their operation by the General Knowledge counterspell for that College. The Special Knowledge spells of each College are inhibited in their operation by the Special Knowledge counterspell for that College. The counterspells affecting one College will not affect *any* other College and the counterspells for a particular College will only affect the type of spell against which they are directed (General or Special). A character is always considered to acquire as part of his General Knowledge the counterspells affecting his College upon joining that College. He may learn the counterspells affecting other Colleges only by finding a member of another College willing to teach that College's counterspells and spending time and money learning the two counterspells as described in 87.

Note: Counterspells are the only spells of a College other than his own that a character can learn. They are an exception to the general rule that one can know only the spell's of one's own College.

Members of the College of Namers specialize in knowing the counterspells for all Colleges. Consequently, Namers receive a special benefit in regard to counterspells. All counterspells of Colleges other than a character's own College may only be practiced by a character at Rank 0 (i.e., unranked) *unless* he is a member of the College of Namers, in which case he may achieve Rank with them.

Counterspells are always General Knowledge Spells of the College to which they apply, but are considered Special Knowledge spells when learned by a character of another College. All counterspells of all Colleges are General Knowledge spells of the College of Namers.

A counterspell of any type may be cast on one character (including the caster, himself) or on the occupants or objects in a circle 15 feet in diameter (or 7 hexes on the Tactical Display). It will always add 30 (+3 per Rank) to the Magic resistance of a character over which it is cast (only) for purposes of resisting the type of spell to which it applies. For example, a counterspell affecting General Knowledge spells of the College of Air Magics increases the Magic resistance of the character over which it was cast *only* when that character was resisting General Knowledge of the College of Air Magics. It would not protect or assist the character when resisting the spells of other Colleges or Special Knowledge spells of that same College. **Note:** If a counterspell is cast over a subject which normally does not resist magic, it has a Magic Resistance of 30.

A counterspell may be cast over an area instead of an individual. When cast over an area, any individual occupying that area may not use a spell of the type affected by the counterspell until he vacates the affected area. All individuals in the area would add 30 +3 per Rank to their magic resistance when resisting

the type of magic affecting the counterspell so long as they occupied the area affected by the counterspell, but would not be so protected if they moved out of the 15 foot diameter area of the counterspell. Counterspells cast over an area in combat must be cast over a single hex and the six adjacent hexes (but the area affected could be doubled or tripled as a result of an effective cast).

A counterspell lasts for a number of minutes equal to the results of minutes equal to the results of a D10 die roll and an additional 1 per Rank. A character or area may never have counterspells affecting more than one College cast over him at the same time. If a being or area were already under the effects of a counterspell affecting more than one College, any counterspell affecting another College would not effect him. He would still be affected if he occupied an area over which a counterspell affecting another College had been cast, but only for so long as he occupied the area. A character may never benefit from more than one counterspell against a particular spell (i.e., he could not benefit from two counterspells against, say, the General Knowledge of the College of Illusion).

A character may always use magic even when under the protection of a counterspell (including a counterspell affecting his College). Only area counterspells inhibit the casting of the spell itself. A spell or ritual may never be performed on ground that has a counterspell over it affecting the College of which the magic is a part.

The following list of characteristics applies to all counterspells for all Colleges of magic:

- Range:** 25 feet + 25 additional/Rank
- Duration:** [D+5]+1 additional/Rank
- Exp Multiple:** 100 (for General Knowledge Counterspell) or 200 (for Special Knowledge Counterspell)
- Base Chance:** 40%
- Resist:** May only be passively resisted.

[31.4] The following modifications affect a character's Magic Resistance by the numbers shown:

- Target and Caster are of the same Branch of Magic + 15
- Target and Caster are of opposed Branches of Magic (see 34.1) - 15
- Target is not a member of any college of magic + 20
- Target is under protection of counterspell affecting spell + 30*
- Caster chooses to decrease target character's Magic Resistance as per 204.2 - 20
- Target is standing on consecrated ground + 50

*Plus 3 per Rank

32. SPECIAL MAGICAL PREPARATIONS

Special magical preparations include all of those rituals not limited to a specific College that are designed to augment the power of characters or spells or invest areas or objects with special magical properties. They are employed according to the provisions governing Ritual Magic (26 and 29).

All forms of special magical preparation can be coded for purposes of recording them on the Character Record Sheets by simply referring to the number of the case in which they are discussed (32.1, 32.2, 32.3, or 32.4).

[32.1] A character may increase his chance of successfully casting a spell by engaging in Ritual Spell Preparation.

The character's player announces his intention of employing this option and states the number of hours that will be spent in preparation and the spell is increased by 3 per hour (up to a maximum of 30 if 10 full hours are spent in preparation). If, at any time during the preparation, the character's concentration is broken, the entire process must be restarted from scratch or abandoned and any time previously spent in preparation is lost. A character's concentration is always broken by the necessity of abandoning the Adventure Sequence and employing the Tactical Procedure. The character can engage in no other activity while preparing the spell. The spell must be cast immediately upon completing the Ritual Preparation. The Spell Preparation Ritual is a General Knowledge Ritual that enhances spells only. A character cannot achieve Rank with this Ritual.

[32.2] A character may increase his Magic Resistance by 5 and his Magical Aptitude by 1 for each hour spent in Ritual Purification.

Ritual Purification always increases both magic Resistance and Magical Aptitude by the aforementioned amounts for each hour spent in purification up to a maximum of 3 hours (for a total increase of 15 to Magic Resistance and 3 to Magical Aptitude). A character can only be under the influence of one Ritual Purification at a given time. The effects of the purification last for a number of hours equal to (Rank with Ritual Purification + D10) × the number of hours spent in purification. The die is always rolled by the GM who keeps the result secret until it is time to inform the players that the result of a purification has worn off. The ritual is always interrupted by the necessity of suspending the Adventure Sequence and employing the Tactical Procedure and must be abandoned or restarted from scratch with all hours spent in purification being lost. However, once a Ritual Purification has been completed, the character can enter combat and employ all of the benefits of the purification. A character must announce when he starts purification the number of hours he will spend engaged in the ritual. He can engage in no other activity (including moving, resting, or employing other special preparations) while engaged in this ritual. Only members of the

Colleges of Magic can purify themselves. Ritual Purification is a General Knowledge Ritual. The Experience Multiple for this ritual 200.

[32.3] A character may store the power of a spell in an object in his possession by employing an Investment Ritual.

The character's player announces that he is beginning an Investment Ritual and states the number of hours that will be spent in the ritual, the object to be invested with power, and the specific spell which will be stored in the object. At the end of the ritual, the character's player makes a Cast Check to determine if the ritual has been effective. The Chance of the ritual being effective is *always* equal to the character's Magical Aptitude plus 3 for each hour spent in the ritual (up to a maximum of 10 hours or 30 percentage points) plus any other modifiers normally associated with spells and rituals (+ 3 per Rank with the investment Ritual). It is possible to generate any of the effects normally associated with spells when an Invested spell is loosed (double or triple effect, backfire, etc.) using this ritual. If the Cast Check dice roll is equal to or less than the Cast Chance, the object of the ritual is invested with the power of the spell which is to be stored in it.



An object which has a spell stored in it in this manner may be used to cast the spell at no Fatigue cost by any character (including individuals who are not members of a College of Magic) who knows how to activate the object. Only those individuals who know the Investment Ritual of the College that was used to store the spell in the object or who have been told by the character who stored the spell in the object how to activate the power therein may use the object's power. It is not necessary for a character to know the spell stored in an object in order to employ the object to release the spell.

Each object invested with spell power in this manner has a number of "charges" in it equal to the Rank the character who invested

the object possessed with the Investment Ritual at the time the item was invested. Whenever the power in the item is used, the number of remaining charges is reduced by 1. When no charges remain, the item is no longer invested with the power of the spell. It may be reinvested. A particular object may never be invested with more than one spell at the same time. A character may only invest an object with a spell he knows.

Whenever a spell is released from an object in which it was invested, the spell is treated as if it was being cast by the character who originally stored it in the object. It always emanates from the spot occupied by the object, but is treated in all other ways as if cast by that character as he was when he originally invested the object with the spell power (i.e., the spell would be ranked as it was when originally stored in the object).

A spell invested in an object may only be dispelled (i.e., removed and dissipated) by a Namer casting the proper counterspell over it. If an attempt at investing an object with a spell's power backfires, the effect is as if the spell being invested in the object had backfired. It is applied immediately. When an object invested with a spell is used, any backfire resulting from its use affects the user of the object rather than the object itself. The Investment Ritual is a Special Knowledge Ritual. The Experience Multiple for this Ritual is 300.

[32.4] A character may employ Ritual Magic to cast a Ward over an area which he occupies or is near.

A Ward is an automatic spell that is activated by the intrusion of objects or living beings into the area it occupies. Whenever a character wishes to create a Ward, he announces his intention and engages in one or more hours of Ritual Preparation to create the Ward. At the end of the preparation, he immediately checks to see if the Ward is cast by making a Cast Check. If the Cast Check is successful, the Ward is cast. If the Check is not successful, no Ward exists and the attempt must be started from scratch and abandoned.

The Base Chance to create a Ward is equal to the creator's Magical Aptitude. This number is modified by adding 3 for each hour spent in preparation (up to a maximum of 10 hours or 30 percentage points) plus any other modifiers normally associated with spells and rituals (+3 per Rank with the Ward Ritual). It is possible to suffer backfire from an attempt to create a Ward. In such cases, the spell being incorporated into the Ward backfires immediately.

Once the Ward is cast, the entry or exit of any object or being in the area occupied by the Ward (determined by the range of the spell incorporated into the Ward) can trigger the Ward. Once a Ward has been triggered, it ceases to exist. It takes full effect on the character(s) or object(s) that triggered it, but is dissipated thereafter. All Wards emanate from the exact spot occupied by the individual who cast the Ward (important for determining range).

A character desiring to create a Ward must announce what the Ward will consist of before he begins the Ward Ritual. A Ward always consists of a specific spell of the caster's College (either General or Specific Knowledge) that the GM considers suitable for incorporation into a Ward. A Ward always consists of only one such spell. More than one Ward cannot be cast over a specific area (i.e., it is not possible to cast three or four different spells over the same doorway via a Ward).

Whenever he announces that he is creating a Ward, a character's player must also announce under what conditions the Ward will be triggered. He can decide not to limit its effect, in which case it will be triggered by anyone or anything entering the area over which it is cast, or he can limit it to affecting specific individuals or anything in between. Thus, a character could cast a Ward that would only be triggered by passing trolls (or even more specifically, by the third troll to pass through the area occupied by the Ward). Characters (and the GM) should be aware that it can be necessary to account for the caster of the Ward and his fellow adventurers having to pass through the Ward. This can be accomplished by delaying the effect of the Ward for a length of time sufficient to allow the party to pass through (but no more than a few minutes) or by making the Ward subject to other specifications that permit the party to pass through.

Once a Ward is in effect, any individual or object could trigger the Ward and that enters the area occupied by the Ward is automatically subject to whatever individual spell was woven into the Ward. Only those spells known by the caster of the Ward can be woven into the Ward and they take effect exactly as if the caster of the Ward were present and casting the spell at the spot occupied by the character or object that triggered the Ward. All characters or objects nearby that would normally be affected by the spell are subject to its effects when it is cast as a result of the Ward having been triggered.

Wards are dispelled in one of two ways: either by a Namer casting a Special Knowledge counterspell of the same College as the spell incorporated into the Ward, or by being triggered by an individual or an object. They exist in perpetuity until dispelled.

The Ward Ritual is a Special Knowledge Ritual. The Experience Multiple for this Ritual is 400

33. INCORPORATING MAGIC INTO COMBAT

Ritual Magic cannot be employed by characters occupying the Tactical Display. Talent Magic can be used, operating automatically and requiring no special expenditures of actions or time. Spell Magic is also available to characters for use in combat, but requires the expenditure of time in Pulses. Generally, any attempts at casting spells in combat are resolved similarly to attempts at casting spells during the Adventure Sequence. However, the acts of preparing, loosing, or actively resisting a spell are only possible to characters who are

implementing the proper actions discussed in 13 and 14 as modified herein.

Whenever a character attempts to cast a spell, he first prepares it by implementing a Pass action (see 13.4 and 14.8), as if he were preparing a weapon, except that he announces he is preparing a spell. Spell preparation takes one full Pulse. On the next succeeding Pulse, the character implements a Fire action in order to loose the spell. He announces that he is loosing the spell when it becomes his turn to take action. He announces which hex or character is the target of the spell. (**Note:** The character can loose the spell at an adjacent figure despite the fact that he is using a Fire action to get the spell off.) The casting character's player rolls D100. If the resulting number is less than or equal to the Cast Chance for the spell, the spell has been successfully loosed. In most cases, the target(s) of the spell then have the opportunity to resist the effects of the spell by Passively resisting unless they are stunned or unconscious (however, see 33.1). The Resistance Check is made as described in 31.1 (by rolling D100 against the character's Magic Resistance). Unless the character successfully resists the spell, he is fully affected by it.

[33.1] A character can Actively resist a spell during combat by implementing an Evade action.

The character must announce when he chooses the Evade action that he is resisting magic or it is assumed that he is attempting to evade a physical weapon instead. Evading magic never assists a character in dealing with a physical attack and evading a physical attack never has any effect on a character's Magic Resistance. The Evade action always takes one full Pulse regardless of whether it is being employed to assist the character in coping with magic or with physical combat.

[33.2] A character cannot cast or actively resist a spell while engaged in Close Combat.

[33.3] The Cast Chance of a spell is affected only by the modifiers listed in 27.7 and by those modifiers listed for each College individually.

It is never affected by those modifiers listed in 17.6.

34. THE COLLEGES OF MAGIC

Magic is divided into 12 Colleges representing specific types of magic. The 12 Colleges are divided into three Branches of Magic. These Branches, and the Colleges encompassed by each, are listed below:

The Thaumaturgies:

- The College of Ensoelments and Enchantments
- The College of Sorceries of the Mind
- The College of Illusions
- The College of Naming Incantations

The Elementals:

- The College of Air Magics
- The College of Water Magics
- The College of Fire Magics
- The College of Earth Magics
- The College of Celestial Magics

The Entities:

- The College of Black Magics
- The College of Necromantic Conjurings
- The College of Greater Summonings

[34.1] A character's Magic Resistance is affected by the Branch of Magic of which he is a practitioner.

A character's Magic Resistance is increased by 5 whenever a Cast Check is implemented to determine if he has been affected by a spell generated by a member of the same Branch of Magic. A character's Magic Resistance is decreased by 5 whenever a Cast Check is implemented to determine if he has been affected by a spell generated by a member of an opposed Branch of Magic. A character's Magic Resistance is unaffected whenever a Cast Check is implemented to determine if he has been affected by a spell generated by a member of a neutral Branch of Magic. A character's Magic Resistance is increased by 20 whenever a Cast Check is implemented to determine if he has been affected by a spell generated by a member of any College of Magic if that character is not, himself, a member of a magical College. The Branches of Magic are aligned relative to each other as shown in this chart:

Alignment

	THAUM	ELEMENTAL	ENTITY
THAUM	Same	Neutral	Opposed
ELEMENTAL	Neutral	Same	Neutral
ENTITY	Opposed	Neutral	Same

[34.2] Each College of Magic has its own individual requirements which must be met before a character of that College can employ any of the powers of spells of his College.

All such requirements are listed and explained in xx.1 for each College.

[34.3] The Adepts of a College are subject to certain modifications to their ability to successfully cast spells.

All such modifications are listed in xx.2 for each College.

[34.4] The spells and powers available to practitioners of each College are broken down into General Knowledge and Specialized Knowledge.

A character is assumed to have mastered all of the General Knowledge of his College upon choosing that College. The General Knowledge attained is always at Rank O. Characters may

only increase their proficiency at employing General Knowledge by expending Experience Points to attain Rank with that knowledge. Specialized Knowledge includes all of the special spells and procedures of the College not normally taught to novices. Such knowledge may be accumulated only by expending both time and money to learn it. Special Knowledge is learned at Rank 0 and the Rank the character has with that knowledge may be increased in the same manner as for increasing the Rank of General Knowledge spells and procedures through expending Experience Points to progress once the knowledge has been mastered at Rank 0. The maximum Rank attainable with a spell or ritual is 20.

[34.5] A character may only employ the powers and spells of one College.

A character may never employ the knowledge, powers, or spells of a College of which he is not a member, except for counterspells and Invested spells. Characters may only be members of one College at any one time. A character may change his College, but, if he does so, he immediately loses all knowledge (General and Special) from his old College and all Rank in magical activities and must spend six months in a house of his new College learning its discipline so as to master its General Knowledge. He may engage in no other activities while in the house. Once a character has renounced his old College, he may never return to it or relearn its General or Special Knowledge.

[34.6] A character is limited in the number of spells and rituals of lower rank that he may know.

A character may only employ talents, spells, and rituals that he knows. He may know any number of talents, but may only know a number of spells and rituals of Rank 5 or lower equal to his Magical Aptitude. He may know an unlimited number of spells and rituals of Rank 6 or higher. The General Knowledge spells and rituals of his College count against this total.

[34.7] A character may not enter any College of Magic except the College of Naming Incantations unless he has the Magical Aptitude to account for mastery of the General Knowledge spells and rituals of that College.

He may not acquire additional spells above and beyond his Magical Aptitude unless he attains Rank 6 or higher with spells already learned so as to make room for the acquisition of additional knowledge. Once a character is a member of a College, he may lose the use of General and Special Knowledge as a result of a decrease in Magical Aptitude, but he may never be forced to quit the College as a result. In such cases, the GM always determines what spells or rituals are forgotten by the character as a result of his reduced capacity. All talents, spells, and rituals are numbered and coded and are explained individually in xx.3, xx.4, xx.5, xx.6,

and xx.7 of their College.

[34.8] The talents, spells, and rituals of all Colleges are numbered and coded for easy identification.

All magic powers are coded as follows: **T**=Talent Magic; **G**=General Spell; **S**=Special Spell; **R**=Special Knowledge Ritual; **Q**=General Knowledge Ritual. All talents are a form of General Knowledge. Talents, rituals, and spells are numbered within their code.

All counterspells are coded **CS** followed by the number of the section in which their College is described, and a **G** or **S** (for General or Special Knowledge). Thus, the General Knowledge counterspell of the College of Air Magics would be coded **CS40G** by anyone wishing to use this shorthand method (which is especially useful on Character Record Sheets).

All forms of Special Magical Preparation are coded by reference to their case number (32.1, 32.2, 32.3, or 32.4).

35. MAGIC CONVENTIONS

The following 12 sections dealing with the Colleges of Magic employ a number of conventions common to most fantasy role-playing games. It is important that the reader grasp these conventions. The following list touches on the most important of them.

1. Range is always given as the distance from the Adept. It can be a linear measurement between Adept and target or it can be a radius within which the Adept can cast a spell. In some cases, ranges and radii cannot be depicted entirely accurately on the Combat Display due to the anomalies of the hex grid. When converting range measurements to the hex grid, each 5 foot increment of range is considered a hex. Thus, a spell with a range of 35 feet would have a range of 7 hexes on the Tactical Display. If only part of a hex is within the effective radius of a spell's range, the entire hex is automatically considered to be in range. The same is true of the area affected by a spell. For example, a Wall of Stone cast as a circle around a character and his companions and having a 10 foot radius, would protect all characters within 2 hexes of the Adept (one intervening hex). All hexes 3 or more hexes away from the Adept would be outside the wall. Measurements are always taken from the middle of the hex, and so a 10 foot radius would include 2½ feet of the Adept's hex.

2. Duration is a measurement of how long a spell lasts after it is cast. In some cases, it will have an immediate effect and then dissipate. In others, the effect will linger longer. When converting minutes into Pulses, each minute a spell lasts equals 12 Pulses. If a spell is cast in the middle of a Pulse, that Pulse still counts as a full 5 second increment in the duration of the spell, regardless of how much time remains in the Pulse. Sometimes a spell must be concentrated upon in order to continue having an effect. In such cases, the Adept takes Pass Actions while concentrating. For the most part,

though, spells which would endure for more than one Pulse remain in effect regardless of what may happen to the Adept after the spell has been loosed.

3. Spells fall into two separate groupings: those directed at specific targets and those which cover an entire area, affecting all targets within that area. Some spells can be used in both ways. For example, a spell which could be employed against a single target +1 additional target per Rank might, at Rank 6, be employed against a single target or against 7 targets (which would give it much the same practical effect as an area spell). If a multi-target or area spell is Actively Resisted, the Magic Resistance of the target with the highest Magic Resistance is applied to the Base Chance and will affect whether or not the spell backfires or is cast at all on any of the targets. This "umbrella of protection" effect is very important in protecting weak characters, but players must understand that a character can only Actively resist a spell if he is a target of the spell or is in the area affected by it. Sometimes, a spell will take effect even if resisted. In such cases, the spell may have a reduced (usually halved) effect.

4. Often range, duration, and damage from spells will be given as "x+y additional per Rank." The translation of this arcane phrase is simply that the particular attribute of the spell lasts for x minutes or has a range of x feet and that this number is increased by y minutes or feet for every Rank that the character has achieved with that spell. Unless otherwise noted, the unit of measurement added per Rank will be the same as the unit of measurement used in the base range of the spell.

5. Often the Base Chance will be equal to some characteristic of the Adept or some multiple of that characteristic. In such cases, the characteristic or multiple is treated in all ways as a normal Base Chance and may be modified accordingly. All modifications are applied after any multiplication of the appropriate characteristic.

6. A Difficulty Factor will sometimes be given for resisting a spell. This is always a number (which may increase or decrease according to Rank) by which the character's Willpower (or any other operative characteristic) is multiplied.

7. Most of the magic in *DragonQuest* is designed to be flexible in application and requires that the GM determine exactly how he wants a spell to work in his world. In addition, the effects and procedures given are meant to apply to humanoid characters and characters of human size. An Incinerate Spell that should fry a human might do little more than make a dragon uncomfortable, for example. To close every loophole and fully explain every application would be impossible. Therefore, these matters of interpretation have been left in the game and guidelines have been provided in the form of the spell descriptions.

36. THE COLLEGE OF ENSORCELMENTS AND ENCHANTMENTS

This College is concerned with general magic, but especially with charming and enchanting individuals and objects.

[36.1] Adepts of the College of Ensorcelments and Enchantments may practice their arts without restriction.

[36.2] There are no modifiers to the Base Chance of performing any talent, spell, or ritual of the College except as listed in 27.7 or under the descriptions of the specific spells, talents, and rituals of the College.

[36.3] Talents

1. Witchsight(T-1)

The Adept has a Base Chance equal to his Perception +4 per Rank achieved with this talent

of seeing objects or entities which are normally invisible or which have been rendered invisible by magical means (i.e., such spells as Walking Unseen, Blending, and Invisibility). The Experience Point Multiple for this talent is 150.

[36.4] General Knowledge Spells

1. Spell of Charming (G-1)

RANGE: 15 feet + 15 additional per Rank
DURATION: 1 hour + 1 additional per Rank
EXPERIENCE MULTIPLE: 500
BASE CHANCE: 15%

RESIST: May be actively & passively resisted.

EFFECTS: The effects of this spell are identical to those for the spell of that name (**S-1, p.44**) of the College of Naming Incantations except that the target's Generic True Name need not be known to cast the spell. If the Generic True Name is known, the Base Chance is increased by 15. If the Individual True Name is known and used, the Base Chance is increased by 25.

2. Spell of Telekinesis (G-2)

RANGE: 15 feet + 15 additional per Rank
DURATION: 10 seconds + 10 additional/Rank
EXPERIENCE MULTIPLE: 300
BASE CHANCE: 20%

RESIST: May not be resisted.

EFFECTS: The effects of this spell are identical to those for the spell of that name (**S-9, p.41**) of the College of Sorceries of the Mind.

3. Spell of Enchanted Sleep (G-3)

RANGE: 15 feet + 15 additional per Rank
DURATION: 1 hour + 1 additional per Rank
EXPERIENCE MULTIPLE: 250
BASE CHANCE: 15%

RESIST: May be actively & passively resisted.

EFFECTS: The Adept may send 1 entity which normally spends any time sleeping into a deep enchanted sleep which will last for the duration of the spell or until the entity is wakened by another entity (by being shaken, etc.). The target may not be wakened if the spell is Rank 10 or higher, but must continue to sleep until the spell wears off.

[30.1] BACKFIRE TABLE

Dice Backfire Result

01-10 How unfortunate! Not only do you fail to cast the spell, but your Fatigue is reduced by a number equal to the Fatigue already expended in the attempt.

11-17 Worse yet! You fail to cast the spell, and your Fatigue is reduced by a number of points equal to twice the Fatigue already expended in the attempt.

18-22 For shame! You should be grateful that your teachers cannot see you in your hour of degradation. Not only do you fail to cast the spell, but your Fatigue is reduced by a number of points equal to three times the Fatigue already expended in the attempt.

23-24 This is simply not your day. You fail to cast the spell and you must reduce your Fatigue by a number equal to four times the number of points already expended in the attempt.

25 Magic may not be your calling. You might consider a future in animal husbandry instead. You have failed to cast your spell and your Fatigue is reduced by a number of points equal to five times the Fatigue already expended in the attempt.

26-35 Your spell has reversed itself and is presently taking full affect on your own person instead of on the intended target.

36-45 Once again your spell has reversed itself as in result 26-35. However, this time, in addition to the effects of the reversal, your Fatigue is reduced by a number of points equal to the Fatigue expended in attempting to cast the spell.

46-50 Your companions may well curse your name for this! The GM assigns a number to each character within Range and rolls D10. The character whose number is first rolled is the target of the spell. If no character's number is rolled, the GM rolls again until one character's number is rolled.

Dice Backfire Result

51-56 A result similar to 46-50 except that the spell's effect is doubled (GM choosing what attribute of the spell will be doubled).

56-60 Your spell takes effect, but only at half strength. The GM determines what characteristic is to be halved and does so (rounding down).

61 You are cursed with total blindness lasting D10 weeks.

62 You are cursed with total blindness lasting a number of weeks equal to two times D10.

63 You are cursed with total blindness lasting a number of weeks equal to three times D10.

64 You are cursed with total deafness lasting a number of weeks equal to the result of a D10 die roll.

65 You are cursed with total deafness lasting a number of weeks equal to two times D10

66 You are cursed with total deafness lasting a number of weeks equal to three times D10.

67 You are cursed with being totally mute for a number of weeks equal to the result of a D10 die roll.

68 You are cursed with being totally mute for a number of weeks equal to two times D10.

69 You are cursed with being totally mute for a number of weeks equal to three times D10.

70 You are cursed with insomnia and nightmares and may only regain half Fatigue (rounded up) during sleep periods for D10 weeks.

71 You are cursed with insomnia and nightmares and may only regain half Fatigue (rounded up) during sleep periods for a number of weeks equal to two times D10.

72 You are cursed with insomnia and nightmares and may only regain half Fatigue(rounded up) during sleep periods. for a number of weeks equal to three times D10.

73-75 You are cursed with a virulent skin disease which will cause you intense pain and make you hideous to look upon. The disease

Dice Backfire Result

will reduce your Physical Beauty by 10 and your Willpower by 3 until cured by magic or the arts of a healer. Once cured, the disease will still reduce your Physical Beauty by 1 for each full week during which it affected you. This reduction is a permanent result of scarring.

76-80 You are cursed with periodic muscle spasms of random occurrence and unpredictable duration which tend to leave you limp and exhausted. The spasms will persist until you are cured by magic or the arts of a Rank 2 healer. Reduce Dexterity by 5 and Endurance by half(round down) until you have been cured.

81-85 You begin to suffer from intense and regularly recurring migraines which reduce your Willpower by 1 and your Magical Aptitude by 3 until you are cured of your affliction either by magic or the arts of a Rank 2 healer.

86-90 You become arthritic and enfeebled and will remain so until cured by manic or the arts of a Rank 3 healer. Reduce your Fatigue by half (round down) and subtract 4 from Dexterity and 3 from Agility until cured.

91-95 You have become subject to creeping senility which will last until cured by magic(only) and which will become worse as time goes on. Your Magical Aptitude is immediately reduced by 2 and is reduced by an additional 2 at the beginning of each week until cured. Once cured of your affliction, you will have to relearn any spells forgotten during the period of your illness. All spell attempts made during the illness will have their Base Chance of taking effect reduced by 10.

96-100 You are cursed with total amnesia and lose all skills, ranks and magical abilities for a period equal to one day times D10. During this time, you may not cast spells, use special skills or talents or use a weapon except in its unranked state. Your friends will have to care for you since your surroundings are totally unfamiliar and your survival defenses will have been quite effectively short-circuited. You will willingly take their orders and advice, but you would just as willingly follow an ogre into his cave if he asked you.

4. Spell of Walking Unseen (G-4)**RANGE:** 1 foot + 1 additional/Rank**DURATION:** 1 hour + 1 additional/Rank**EXPERIENCE MULTIPLE:****BASE CHANCE:** 40%**RESIST:** May not be resisted**EFFECTS:** Identical to the spell of that name (G-5, p.53) of the College of Earth Magics.**5. Spell of Speaking to Enchanted Creatures (G-5)****RANGE:** 15 feet + 15 additional/Rank**DURATION:** 10 minutes + 10 additional/Rank**EXPERIENCE MULTIPLE:** 10%**BASE CHANCE:** 40%**RESIST:** May not be resisted**EFFECTS:** The spell gives the Adept the ability to speak and understand the language of all magical creatures.**6. Spell of Location (G-6)****RANGE:** 10 miles + 5 additional/Rank**DURATION:** 1 hour + 1 additional/Rank**EXPERIENCE MULTIPLE:** 200**BASE CHANCE:** 15%**RESIST:** May not be resisted.**EFFECTS:** The Adept may determine the direction in which he will find any person or object of his desire which he has previously encountered or studied and which is within range. The direction will be indicated by a large glowing arrow.**7. Spell of Mass Charming (G-7)****RANGE:** 15 feet + 15 additional/Rank**DURATION:** Concentration/no maximum**EXPERIENCE MULTIPLE:** 850**BASE CHANCE:** 5%**RESIST:** May be actively & passively resisted.**EFFECTS:** Charms 1 entity per Rank as long as the Adept maintains his concentration. The spell takes 3 minutes to take effect and the effects linger 3 to 5 minutes after concentration is broken. The effects are identical to S-1, p.44 of the College of Naming Incantations.**8. Spell of Invisibility (G-8)****RANGE:** 15 feet + 15 additional/Rank**DURATION:** 5 minutes + 5 additional/Rank**EXPERIENCE MULTIPLE:** 450**BASE CHANCE:** 45 %**RESIST:** May not be resisted.**EFFECTS:** At Ranks 1 through 15, the target becomes invisible, but may not initiate an attack (by making a Strike Check) without first becoming visible again. At Ranks 16 and up, the target may attack while invisible. The target may always choose to become visible again at any time while the spell is in effect. Once he chooses to become visible, he may not again become invisible as a result of the effects of that spell. A new Spell of Invisibility may be cast over him.**9. Evil Eye Spell (G-9)****RANGE:** 15 feet + 15 additional/Rank**DURATION:** 1 day + 1 additional/Rank**EXPERIENCE MULTIPLE:** 300**BASE CHANCE:** 20%**RESIST:** May only be passively resisted.**EFFECTS:** Any target who fails to resist has his Strike Chance and his Magic Resistance reduced by 1 per Rank (minimum of 1).**[36.5] General Knowledge Rituals****1. Ritual of Enchantment (Q-1)**

The Adept may enchant any entity of his choice who is in his physical presence during the ritual. The Adept may not enchant himself. The ritual takes 1 hour and requires that the Adept first draw a Pentacle within which both he and the subject of the ritual must remain during the entire ritual. The Adept may perform no other actions while implementing this ritual. The Base Chance of the ritual being successful is 80% plus 1 per Rank. The effects last a fortnight at Ranks 1 through 10, 3 months at Ranks 11 through 19, and until dispelled at Rank 20. The Experience Multiple for this spell is 125. It requires that the Adept burn 1 ounce of black myrrh at a cost of 100 Silver Pennies or the ritual will be ineffective.

The target of this ritual will be either blessed or cursed (caster's choice) with an increase or decrease in the target's Base Chance of doing anything or suffering any good or ill fortune by plus or minus 1 per Rank. All Strike Chances, Resistance Checks, etc., directly affecting the target will continue to be altered in this manner until the effects of the ritual wear off. If the ritual is used to curse, the curse is minor.

2. Ritual of Creating Crystal of Vision (Q-2)

The Adept can create a crystal that acts in the same manner as a Waters of Vision Spell (S-8, p.49) of the College of Water Magics. To do so, the Adept must remain in the same place and take no other action. He performs the ritual over an available piece of crystal (the bigger the crystal, the better the image will ultimately be) in his possession. The Base Chance of creating the Crystal of Vision is 75% + 1 per Rank. The Experience Multiple is 200. The Adept must burn 1 ounce of ambergris during the ritual at a cost of 1,000 Silver Pennies. The resulting crystal may be used once per day for 10 minutes +1 minute per Rank (GM's should carefully time consultations) in the same manner as the Waters of Vision.

3. Ritual of Creating Sleep Dust (Q-3)

The Adept must spend 3 hours preparing and implementing this ritual and must expend 10,000 Silver Pennies (-500 per Rank) to purchase the necessary ingredients prior to making the attempt. If the attempt fails, the ingredients are ruined and may not be reused or resold. The Base Chance of success is 80% + 1 per Rank. If the ritual succeeds, one ounce (a single dose) of sleep dust results. When thrown in the face of one target it has the effect of an instant Spell of Enchanted Sleep of the same Rank as the sleep dust. The sleep dust will only remain fresh for three weeks after manufacture. The Experience Multiple for this ritual is 250. **Note:** The effects of sleep dust can be passively resisted by the victim, but with a reduction of 20 to his Magic Resistance.

4. Ritual of Manufacturing Poison Dust (Q-4)

This ritual works in the same manner as Q-3 and employs the same numbers for all purposes. However, instead of causing the victim to fall asleep, it inflicts D - 5 (+ 1 for every 2 or fraction of 2 Ranks) damage due to poisoning on individuals who fail to resist. Like sleep dust, poison dust must be thrown in the face of the target.

[36.6] Special Knowledge Spells**1. Ventriloquism Spell (S-1)****RANGE:** 90 feet**DURATION:** 5 minutes + 3 additional/Rank**EXPERIENCE MULTIPLE:** 100**BASE CHANCE:** 60%**RESIST:** May not be resisted**EFFECTS:** The spell allows the Adept to project his voice and alter it so that it sounds like any other voice the Adept has heard. The voice may be projected so that it appears to be emanating from anywhere within the radius of the spell.**2. Bolt of Energy Spell (S-2)****RANGE:** 15 feet + 15 additional/Rank**DURATION:** Immediate (during Pulse)**EXPERIENCE MULTIPLE:** 200**BASE CHANCE:** 50%**RESIST:** May only be passively resisted**EFFECTS:** The Adept may cast a bolt of energy at a target and will, as a result, inflict [D - 5] + 1 per Rank damage on the first person or object through which the bolt passes.**3. Spell of Opening (S-3)****RANGE:** 15 feet + 15 feet for every 2 or fraction of 2 Ranks**DURATION:** Immediate (during Pulse)**EXPERIENCE MULTIPLE:** 150**BASE CHANCE:** 30%**RESIST:** May not be resisted.**EFFECTS:** Instantly opens locks, bolts, and doors, including those locked by the Mage Lock Spell (S-6).**4. Spell of Enchanting Weapons (S-4)****RANGE:** 5 feet + 5 additional/Rank**DURATION:** 20 seconds x [D - 5] x Rank (1, if unranked)**EXPERIENCE MULTIPLE:** 250**BASE CHANCE:** 30%**RESIST:** May not be resisted**EFFECTS:** Increases the Base Chance to hit with the weapon over which it is cast by 1 + an additional 1 per Rank and increases the damage done by the weapon by 1 for every 3 or fraction of 3 Ranks.**5. Web of Entanglement Spell (S-5)****RANGE:** 15 feet + 15 additional/Rank**DURATION:** Concentration / maximum: 15 minutes + 15 minutes per Rank**EXPERIENCE MULTIPLE:** 150**BASE CHANCE:** 35%**RESIST:** May only be passively resisted.**EFFECTS:** This spell works similarly to the Web of Fire Spell (S-4, p.50) of the College of Fire Magics except that it allows the Adept to project a sticky web instead of a web of fire from his fingertips. Any objects or individuals

immediately between the caster and the target of the spell (along the flight path of the web) will be struck by the web and ensnared. The web can ensnare a number of human-sized targets equal to the Rank of the spell. Ensnared characters may not move, and can only take actions in every other pulse. In order to free himself from the web, each en-ensnared character's player must roll his character's Physical Strength or less on D100 or successfully cut the web. The web is cut whenever any Strike against it with a weapon that is rated for type B damage results in 10 or more Damage Points to the web. Once any character cuts the web, all characters cease to be ensnared by it.

6. Mage Lock Spell (S-6)

RANGE: 15 feet + 15 additional/Rank
DURATION: 1 hour + 1 additional/Rank (until dispelled at Rank 20)
EXPERIENCE MULTIPLE: 150
BASE CHANCE: 30%
RESIST: May not be resisted.

EFFECTS: The spell may be cast over any portal (door, window, etc.) that can normally be opened or closed. It effectively locks the portal with an unpickable lock. The portal may still be forced open by brute strength. The Physical Strength(s) of all characters attempting to force a portal locked in this manner are added together and multiplied by the Difficulty Factor of the task. The Difficulty Factor is always a function of the Rank of the spell:

Rank	Difficulty Factor
1-5	3
6-10	2
11-20	1.5

7. Spell of Enhancing Enchantment (S-7)

RANGE: 15 feet + 15 additional/Rank
DURATION: 10 seconds + 5 additional/Rank
EXPERIENCE MULTIPLE: 300
BASE CHANCE: 25%
RESIST: May only be passively resisted.

EFFECTS: The Rank of this spell is added to one characteristic of any spell being cast within range unless the caster of the subject spell successfully resists. Only range, duration, base chance, or (where appropriate) damage may be affected by this spell.

8. Spell of Levitation (S-8)

RANGE: 15 feet + 15 additional/Rank
DURATION: 10 minutes x [D - 5] x Rank (x 1, if unranked)
EXPERIENCE MULTIPLE: 125
BASE CHANCE: 25%

RESIST: May be actively & passively resisted.
EFFECTS: Causes the target of the spell to rise into the air 15 feet + 1 additional foot per Rank at the rate of 2 feet every 10 seconds. The spell is limited to vertical movement and will in no way propel the target horizontally.

9. Spell of Enchanting Armor (S-9)

RANGE: 15 feet + 15 additional/Rank
DURATION: 30 minutes + 30 additional/Rank
EXPERIENCE MULTIPLE: 200

BASE CHANCE: 20%

RESIST: May not be resisted.

EFFECTS: Subtracts 2 per Rank from the Strike Chance of any character attempting to hit the target with a physical weapon. At Rank 11 and above it also permits the character's armor to absorb 1 additional point of damage. This spell may be cast on one target only and the target must be armored.

10. Wizard's Eye Spell (S-10)

RANGE: 15 feet + 15 additional/Rank
DURATION: 1 minute + 1 additional/Rank.
EXPERIENCE MULTIPLE: 200
BASE CHANCE: 20%
RESIST: May not be resisted.

EFFECTS: The Adept creates an invisible, intangible eye which he can move about within a radius equal to the spell's range. The eye originates in the same spot as the Adept and operates as would any normal eye except that it is not attached to the Adept physically.

11. Spell of Slowness (S-11)

RANGE: 15 feet + 15 additional/Rank
DURATION: 10 seconds x [D - 5] x Rank (x 1, if unranked)
EXPERIENCE MULTIPLE: 300
BASE CHANCE: 20%

RESIST: May be actively & passively resisted.
EFFECTS: The spell affects 1 target plus 1 additional target per 2 or fraction of 2 Ranks. All entities subject to this spell have their running, crawling, flying, or swimming speed halved and have the time it takes them to do anything on the Tactical Display doubled (e.g., they could only attack once every two Pulses).

12. Spell of Quickness (S-12)

RANGE: 15 feet + 15 additional/Rank
DURATION: 10 seconds x [D - 5] x Rank (x 1, if unranked)
EXPERIENCE MULTIPLE: 300
BASE CHANCE: 20%

RESIST: May be actively & passively resisted.
EFFECTS: The spell affects 1 target plus 1 additional target per 3 or fraction of 3 Ranks. The target's TMR is doubled, his Initiative Value is increased by 10, and he can perform Actions twice as fast.

[36.7] Special Knowledge Rituals

There are no Special Knowledge Rituals of the College of Ensorcelments and Enchantments.

37. THE COLLEGE OF SORCERIES OF THE MIND

The College of Sorceries of the Mind is concerned with the manipulation of the mental powers of sentient beings.

[37.1] Adepts of the College of Sorceries of the Mind may practice their arts without restriction.

[37.2] The following numbers are added to the Base Chance of performing any talent, spell, or ritual of the College of Sorceries of the Mind.

Each point Adept's Willpower is greater than target's Willpower. 1
 Each point Adept's Willpower is less than target's Willpower. - 2
 All modifiers are cumulative.

[37.3] Talents

1. Resist Temperature (T-1)

Adepts of this College suffer 1 (+ 1 for each 5 or fraction of 5 Ranks) less Damage Points from either heat or cold (or fire or ice) used as weapons. They are immune to extremes of temperature. The Experience Multiple for the Talent is 250.

2. Resist Pain (T-2)

Adepts of this College are more or less immune to pain. They cannot be tortured or stunned. In addition, if there is a chance that their concentration may have been broken, 5 (+ 1 per Rank) is always added to the Base Chance of their maintaining the concentration despite intrusions. Their concentration is never automatically broken (i.e., is never broken without a check to see if they maintain concentration). The Experience Multiple for this Talent is 300.

3. Sensitivity to Danger (T-3)

Adepts of this College always add 5 (+ 1 per Rank) to their chances of detecting an ambush (see 80.2). The Experience Multiple for this Talent is 300.

[37.4] General Knowledge Spells

1. Spell of Extrasensory Perception (G-1)

RANGE: 30 feet + 15 additional/Rank
DURATION: 30 seconds + 10 additional/Rank
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 40%
RESIST: May not be resisted.

EFFECTS: The Adept can sense the presence and general mood (but not the exact nature) of any entity within range of the spell.

2. Spell of Limited Precognition (G-2)

RANGE: Works at any range
DURATION: Immediate
EXPERIENCE MULTIPLE: 150
BASE CHANCE: 20%
RESIST: May not be resisted

EFFECTS: The Adept may see (unclearly) into the future a number of hours equal to 1 (+ 1 per Rank) and may ascertain events that may or may not be important to him.

3. Mind Cloak Spell (G-3)

RANGE: May only be cast over self.
DURATION: 1 hour + 2 additional/Rank
EXPERIENCE MULTIPLE: 250
BASE CHANCE: 30%
RESIST: May not be resisted.

EFFECTS: The Adept cloaks his own mind so that his thoughts cannot be detected or "read." The Adept's Resistance versus Mental Attack (S-1) is increased by 10 + 2 additional per Rank while the spell is in effect.

4. Spell of Empathy (G-4)

RANGE: Adept must touch subject until Rank 10.
DURATION: Immediate

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 20%

RESIST: May not be resisted.

EFFECTS: The spell allows the Adept to feel the emotions and physical sensations the target of the spell is currently experiencing. It also allows the Adept to absorb wounds from Endurance and Fatigue at a rate of 2 points cured for every 1 which the Adept agrees to subtract from his own Fatigue (never Endurance). Thus, an Adept could remove 6 Damage Points from a character by inflicting 3 of the 6 on himself (the other 3 being eliminated). At Rank 10 or higher, the Adept can cast this spell on characters who are 15 feet (+ 15 additional feet per Rank) or less from him.

5. Spell of Hypnotism (G-5)

RANGE: 15 feet + 15 additional/Rank

DURATION: Concentration/no maximum

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 40%

RESIST: May be actively & passively resisted.

EFFECTS: The Adept may lull an entity of his choice that is within range into a trance-like state in which he will be subject to suggestion. The spell may only be cast over a target with whom the caster is normally able to communicate verbally. It can never be cast over a totally hostile character. Once the subject has been hypnotized, the Adept can make suggestions which the subject will readily accept unless they conflict directly with his best interests. The subject will remain suggestible so long as concentration is maintained and will continue to implement suggestions for 3 (+ 3 additional per Rank) hours after the suggestion has been made, even when no longer hypnotized. The subject will never have any idea where the suggestions it is implementing came from.

6. Spell of Controlling Animals (G-6)

RANGE: 30 feet + 15 additional/Rank

DURATION: Concentration/no maximum

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 40%

RESIST: May be actively & passively resisted.

EFFECTS: The Adept gains control over the every action of one animal within range. If he releases the animal or his concentration is broken it may attack him.

7. Spell of Controlling Person (G-7)

RANGE: 30 feet + 15 additional/Rank

DURATION: Concentration/no maximum

EXPERIENCE MULTIPLE: 650

BASE CHANCE: 30%

RESIST: May be actively & passively resisted.

EFFECTS: The Adept gains control of the every action of one person within range. He may control the physical activities of that person (but may not cause him to cast spells). The subject always acts as if he was also affected by a Spell of Slowness (Ensolements and Enchantments, S-1). The spell continues in effect until the Adept's concentration is broken or he releases the victim.

[37.5] General Knowledge Rituals

1. Ritual of Binding Will (Q-1)

The Adept may employ this ritual in order to bind the will of 1 entity that is physically present and either unconscious or otherwise restrained. The ritual takes 1 hour to perform and lasts for 1 day + 1 additional day per Rank. It has a Base Chance of 10 (plus 5 per Rank) and an Experience Multiple of 500. The Adept may perform no other action while engaged in the performance of this ritual. Once bound, the subject will remain bound until the effects of the ritual wear off or he breaks the psychic bounds restraining him. The subject gets a chance to passively resist once during the performance of the ritual and once at the end of each day. If he successfully resists, the bonds are broken and he is free. Until that time, he will be the loyal retainer of the Adept and serve him in all things. The Adept may never release the subject from servitude voluntarily, and the magic continues to work even after the Adept is dead (the subject will dispose of the body and take the deceased's personal effects to his widow/widower). If the ritual backfires, the Adept loses D10 from his willpower; hypnotism (G-5) may cure this loss.

[37.6] Special Knowledge Spells

1. Spell of Mental Attack (S-1)

RANGE: 15 feet + 15 additional/Rank

DURATION: 10 seconds + 10 additional/Rank

EXPERIENCE MULTIPLE: 350

BASE CHANCE: 25%

RESIST: May be actively & passively resisted.

EFFECTS: The Adept may cast this spell at any character within range who can be seen or whose position has been pinpointed via Telepathy (S-2). If the target fails to resist a successful spellcast, he falls unconscious. In addition, at Ranks of 15 and above he loses [D-5] (minimum of 1) from Willpower. This loss from Willpower may be cured via hypnotism (G-5) only (once hypnotised, the subject is totally cured).

2. Spell of Telepathy (S-2)

RANGE: 30 feet + 30 additional per Rank

DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE MULTIPLE: 550

BASE CHANCE: 10%

RESIST: May only be passively resisted.

EFFECTS: The spell gives the Adept the ability to completely read the every thought of all entities within Range. The entity is pin-pointed whenever his thoughts are read.

3. Phantasm Spell (S-3)

RANGE: Works at any range

DURATION: Concentration/no maximum

EXPERIENCE MULTIPLE: 400

BASE CHANCE: 1%

RESIST: May not be resisted.

EFFECTS: The spell conjures a beast with an Endurance and Fatigue with a combined value of 20 (+ 5 additional points for each 3 Ranks). The creature is a physical entity which must be targeted at a particular victim. It will then track the victim down and attack him until either the

victim is killed or the phantasm is dispelled (using a counterspell). The phantasm always hits for [D - 4]+ 1 additional point per Rank damage. It need not make a Strike Check when it hits. The phantasm is invisible to all but the victim.

4. Spell of Molecular Disruption (S-4)

RANGE: 15 feet + 15 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 400

BASE CHANCE: 1%

RESIST: May be passively resisted (then suffers half damage).

EFFECTS: Spell causes cellular damage to any living being or being in corporeal (substantial rather than insubstantial) form, doing [D + 1] + 1 additional point per Rank damage to any single target that fails to resist and half damage (round up) to any target that successfully resists.

5. Spell of Molecular Rearrangement (S-5)

RANGE: 15 feet + 15 additional/Rank

DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE MULTIPLE: 1000

BASE CHANCE: 1%

RESIST: May be actively & passively resisted.

EFFECTS: The Adept may rearrange the cells of any object that fails to resist, turning it into anything of the same mass that he desires.

6. Force Shield Spell (S-6)

RANGE: Works at any range

DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 40%

RESIST: May not be resisted.

EFFECTS: Reduces the Base Chance of the Adept being hit by 5% (+ 1% additional per Rank).

7. Spell of Healing (S-7)

RANGE: Adept must touch target.

DURATION: Immediate

EXPERIENCE MULTIPLE: 375

BASE CHANCE: 40%

RESIST: May not be resisted.

EFFECTS: The Adept may heal the subject of 2 (+ 1 per Rank) Damage Points that have been removed from the subject's Fatigue or Endurance.

8. Spell of Invisibility (S-8)

RANGE: 15 feet + 15 additional/Rank

DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE MULTIPLE: 450

BASE CHANCE: 15%

RESIST: May not be resisted.

EFFECTS: The Adept may cause the target of this spell to become impossible to sense in any fashion unless the observer's Player rolls his Perception or less on D100.

9. Spell of Telekinesis (S-9)

RANGE: 15 feet + 15 additional/Rank

DURATION: 10 seconds + 10 additional/Rank

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 25%

RESIST: May not be resisted.

EFFECTS: Allows the Adept to lift 2 pounds and move it at the rate of one mile an hour. The Adept may move an additional 5 pounds or move the chosen mass at an additional 2 miles an hour per Rank.

10. Spell of Telekinetic Rage (S-10)

RANGE: 30 feet + 5 additional/Rank
DURATION: Concentration/maximum of 60 seconds + 10 seconds/Rank
EXPERIENCE MULTIPLE: 750
BASE CHANCE: 1%

RESIST: May be actively & passively resisted.
EFFECTS: The Adept creates a storm of force emanating from him which hurls any object or character away from him at bone-breaking speed out of the range of the spell. Any character who fails to resist suffers [D - 5] + 1 per foot travelled damage.

[37.7] Special Knowledge Rituals

1. Ritual of Binding Elements (R-1)

The Adept can bind any element (Earth, Air, Fire or Water) as if he were performing the binding ritual for the College dealing with that element. The ritual is conducted in exactly the same manner as the specific ritual for binding the element the Adept is attempting to bind, but the Base Chance is only 1%. In addition, the Experience Multiple is 600. In all other ways the binding is executed according to the rules governing the appropriate ritual of binding from the College concerned with the element being bound.

38. THE COLLEGE OF ILLUSIONS

The College of Illusions is concerned with the creation of stimuli designed to fool the senses of an observer so that he will accept the existence of what is in fact nonexistent. All illusions will automatically be believed in (and cannot be resisted) unless and until the observer makes a successful attempt to consciously "disbelieve" in the illusion. The normal Resistance Check procedure is replaced by the action of disbelieving. In addition, the Victim of an illusion may continue to attempt to disbelieve during succeeding Pulses. In order to disbelieve after an illusion has taken effect, an observer must remain stationary and do nothing else while trying to disbelieve. If involved in combat, the observer must employ an Evade Action in order to attempt to disbelieve.

The difficulty of disbelieving an illusion is dependent upon the Rank of the illusion. All attempts at disbelieving are rated for difficulty, the Difficulty Factor being the number by which the observer's Perception is multiplied to determine the Base Chance of his disbelieving. The Difficulty Factors per Rank of the illusion are:

Illusion Rank	Difficulty Factor
0-1	4
2-5	3.5
6-10	2.5
11-15	2
16-20	1.5

The Base Chance of disbelieving an illusion is modified by the addition of the following numbers:

The illusion affects only a Secondary Sense	10
---	----

The illusion affects only a Primary Sense	5
The illusion affects a Primary and a Secondary Sense	- 5
The observer has been warned that he is sensing an illusion	5
The Adept casting the illusion is known to be present and to be casting a spell.	5

Unless disbelieved, the illusion will affect the observer as if it were real. However, only tactile illusions can touch or be touched (and so do damage, in general).

General Knowledge illusions may only be composed of one-sense illusions. The Special Knowledge of this College consists of the ability to create multi-sense illusions rather than different spells. Any object or entity may be created by an illusion, but the Adept is limited to creating illusions equal to a man in size. He may multiply either the size of the illusion or the number of illusions created by Rank (1, if unranked).

Note: The distinction between primary and secondary senses is left to the GM's discretion. The primary sense of an entity is that which he relies on most strongly. This will usually be sight, but may be sound or smell (or even touch). In some cases, furthermore, an entity's primary sense may have been destroyed (in combat, say) and he may have elevated a secondary sense to primary status. A human would, for example, normally rely most heavily on sight, but a blind human might find sound a more useful stimulus because of his impaired state. In order for an illusion to directly harm an entity, it must be composed of a Tactile Illusion (G-5) plus an illusion directed at the entity's primary sense. Other illusions may impair his functioning temporarily or influence his actions, but only illusions which meet these conditions can result in actual injury or death in and of themselves.

[38.1] Adepts of the College of Illusions may practice their arts without restriction.

[38.2] The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of Illusions:

For each sense above 1 affected by an illusion	- 5
For each point the Adept's Willpower is above 15	1
For each point the Adept's Willpower is below 15	- 1

[38.3] Talents

1. Witchsight (T-1)

The Adept has a Base Chance equal to his Perception (+ 5 per Rank achieved with this talent) of seeing objects which are normally invisible or which have been rendered invisible by magical means (i.e., such spells as Walking Unseen, Blending, and Invisibility). The Adept also possesses the night-vision of an Elf. The Experience Multiple for this Talent is 200.

2. Projected Image (T-2)

The Adept can, by remaining stationary and concentrating for the duration of the talent's workings, project an image of himself standing within 15 feet (+ 15 additional feet per Rank) of his actual position. While he continues to concentrate, the illusion of himself will remain and his actual person will be invisible. Once he breaks his concentration, he will become visible and the illusion will fade. It takes about 10 seconds minus 1 second per Rank for the image to form and the Adept to become invisible. The Experience Multiple for this Talent is 150.

[38.4] General Knowledge Spells

1. Flash of Light Spell (G-1)

RANGE: 15 feet + 15 additional/Rank
DURATION: Immediate (during Pulse)
EXPERIENCE MULTIPLE: 75
BASE CHANCE: 20%

RESIST: May only be passively resisted.
EFFECTS: Unlike other spells of this College, this spell is no illusion at all. Instead, the Adept expends 2 Fatigue Points (in addition to the other Fatigue Point costs for the spell) to create a blinding flash of light. All entities who are facing the Adept when the spell is loosed must either resist or be blinded for 20 seconds. Blinded characters have their Base Chance of Striking reduced by 50 and they may move at half their normal Tactical Movement Rate. The Adept is unaffected by the spell since it emanates from his own body.

2. Visual Illusion Spell (G-2)

RANGE: 15 feet + 15 additional/Rank
DURATION: Concentration/maximum of 10 minutes + 10 additional/Rank
EXPERIENCE MULTIPLE: 200
BASE CHANCE: 30%

RESIST: Must be disbelieved instead of resisted.
EFFECTS: This spell creates a visual illusion which will be fully as mobile as the object or entity it represents and will seem to have all of the characteristics of the object or entity. However, if it touches another entity or object or is touched by another entity or object, it will immediately fade.

3. Audio Illusion Spell (G-3)

RANGE: 15 feet + 15 additional/Rank
DURATION: Concentration/maximum of 10 minutes + 10 additional/Rank
EXPERIENCE MULTIPLE: 200
BASE CHANCE: 30%

RESIST: Must be disbelieved instead of resisted.
EFFECTS: This spell creates the illusion of sound or sounds of the Adept's choice.

4. Olfactory Illusion Spell (G-4)

RANGE: 15 feet + 15 additional/Rank
DURATION: Concentration/maximum of 10 minutes + 10 additional/Rank
EXPERIENCE MULTIPLE: 200
BASE CHANCE: 30%

RESIST: Must be disbelieved instead of resisted.
EFFECTS: Creates a smell (and/or taste) of the Adept's choice.

5. Tactile Illusion Spell (G-5)**RANGE:** 15 feet + 15 additional/Rank**DURATION:** Concentration/maximum of 10 minutes + 10 additional/Rank**EXPERIENCE MULTIPLE:** 300**BASE CHANCE:** 10%**RESIST:** Must be disbelieved instead of resisted.

EFFECTS: This spell creates a tactile illusion of the Adept's choice. It can also be used to cause 1 target + 1 additional target for every 3 (or fraction) Ranks to experience physical sensations of hunger, pain, wellbeing, etc. Unless such sensations can be attributed by the target to some outside stimulus other than the Adept, the illusion cannot harm the victim. All damage inflicted on a victim by an illusion remains once the illusion is disbelieved. It is real (not illusory) damage.

[38.5] General Knowledge Rituals**1. Ritual of Illusory Fog (Q-1)**

The Adept can, by spending one hour in the performance of this ritual, create the illusion of fog or mist in an area within 30 feet + 30 additional feet per Rank of the Adept. The fog or mist will last so long as the Adept concentrates on maintaining it and it is not dispelled by magic. The ritual has a Base Chance of 50% (+ 5 per Rank) and an Experience Multiple of 50.

[38.6] Special Knowledge Spells

There are no Special Knowledge spells for this College. However, an Adept may learn how to combine two or more types of illusion (Sight, Sound, Smell, Touch) by expending 600 Experience Points for each combination. The Adept can then combine the various illusions into a single illusion which will seem more real to the observer and be harder to disbelieve.

Whenever a combined illusion is created, its Rank is equal to the total Rank of all elements of the combined illusion divided by the number of senses of which the illusion is composed (rounded down). The Base Chance of casting a combined illusion is equal to the Base Chance of casting the most difficult element of the illusion (lowest modified Base Chance) as modified in 38.2.

Generally, only Special Knowledge (combined) illusions will be able to directly harm or kill entities. An entity must believe in the illusion (not have disbelieved) and it must be composed both of a Tactile Illusion and of a Primary Sense Illusion for the entity to suffer direct injury. In addition if the illusion involves a particular entity or substance which is usually detected by a Secondary, rather than a Primary Sense, then that Secondary Sense must be included as well. In some special cases, the GM may wish to allow a Secondary Sense Illusion to take the place of a Primary Sense Illusion. For example, poison gas would require a Tactile Illusion (to create the sensation of choking in the victim) and possibly an Olfactory Illusion rather than a Visual Illusion (if the gas is invisible, but not odorless) in order to be effective, even though it is being directed at humans whose sense of sight is their Primary Sense.

[38.7] Special Knowledge Rituals

There are no Special Knowledge Rituals connected with the College of Illusions.

39. THE COLLEGE OF NAMING INCANTATIONS

Members of the College of Naming Incantations specialize in the knowledge of all True Names and of magic in general (counterspells in particular); they are usually simply called Namers.

All things made in the "Divine Creation" in a *DragonQuest* world were given a Generic True Name at that time. The GM should decide whether this was done by a supreme being or by the first Namer. This name is in an ancient language, and the translation into the Common tongue would yield such terms as Man, Elf, Tiger, Oak, Bee, Rattlesnake, Granite, Rose, etc. All such names when uttered in their ancient form by a Namer give the namer power to control the object, and these Generic names are taught to an apprentice Namer during the Namers' training. It is possible a Namer would encounter an object whose Generic name he would not be familiar with, and the GM must adjudicate what objects the Namers in his world are familiar with. Namers may learn a Generic True Name they are not familiar with by encountering the object to which the Name refers. Once acquired, the Name may be studied at any time. To achieve Rank with a Generic True Name, the name must be studied for a number of weeks equal to the Rank to be achieved, at no Experience Point cost.

All sentient entities (player character races, dragons, mermaids, nagas, etc.) are given an Individual True Name upon reaching maturity; this name is either given to them by the aforementioned supreme being or the local Namer. All sane sentient entities will know their own Individual True Name and no force -- physical or magical -- can coerce the entity to reveal it. They may choose to reveal it, however. The Name also cannot be forced from the Namer who named the entity, if that method of naming is chosen. An entity will be called by his Given (or Use) Name, which is given to him by his parents. Both the Individual True Name and the Given Name will be in the entity's native tongue. When an Individual True Name is bestowed upon an entity, it also becomes known to the Naming Demons (see the demon descriptions in the College of Greater Summoning). Other than an entity choosing to reveal his True Name, using a Demon is the only other method of acquiring an entity's True Name, although Adepts of various Colleges have been known to record important entity's names in magic tomes. Namers know only their own Individual True Name upon completing their education. All other Individual True Names must be learned before they can be used. They can be learned by spending one month in study after the Name has been acquired, and may achieve Rank with the Name by spending additional months of study equal to the Rank to be achieved (at no Experience Point cost). The Generic True Name of an entity must be known before the Individual True Name may be studied.

[39.1] There are no special requirements for using the Naming Incantations.

[39.2] The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of Naming Incantations:

Namer has never before encountered target's generic type	- 25
Namer does not know (has not learned) target's Generic True Name	- 15
Each Rank Namer has achieved with Generic True Name of object or non-sentient being	1
Each Rank Namer has achieved with Individual True Name of sentient being	5

These additions to the Base Chance are cumulative and are tacked onto the Base Chance in addition to those modifiers listed in 27.7. Note that both Rank with a particular spell or ritual and Rank in the use of the Name of the target both affect the Base Chance.

[39.3] Talents**1. Detect Aura (T-1)**

All living (and most formerly living) entities possess an Aura which may be read for clues concerning the nature of the entity. Objects made of formerly living matter will also possess an Aura, but one which is much weaker. The following categories of Auras are listed in order of strength (weakest to strongest):

Formerly living matter as part of an object
A formerly living entity (not including undead)
Living plants
Lower orders of living animals
Undead types
Higher orders of living animals
Humans and most humanoids
Elves and other long-lived sentients

Whenever confronted by an object whose nature is unknown to him, a Namer may tell the GM that he is attempting to detect the being or object's Aura. The GM rolls D100. If the result is less than or equal to the Namer's modified Perception, the GM must tell the Namer which of the aforementioned categories of Aura he is seeing and answer one question of the Namer's choice about the being or object (but need not give its Individual True Name). If the dice roll falls within the span of possible results necessary to achieve double or triple effects when casting a spell (see section 27), the Namer may ask the GM two (for double effect) or three (for triple effect) questions. The GM may be as vague or specific as he desires. The Namer's Perception is modified by adding the following to it:

For every 5 feet (after first 5) separating the Namer from the being or object whose Aura he wants to read	- 1
For each Rank the Namer has with the Detect Aura Talent	5

A being may actively (but not passively) resist having his Aura read in which case the being's Willpower is subtracted from the Base Chance of reading the Aura. The Experience

Multiple to increase one's Rank with this Talent is 75.

[39.4] General Knowledge Spells

Namers do not possess normal General Knowledge Spells. Instead, their body of General Knowledge consists of the ability to cast counterspells against all Colleges of Magic, and Namers may loose a counterspell without preparing it. All counterspells are part of the General Knowledge of each Namer when he completes his apprenticeship. They are known at Rank 0. They do not count against the number of spells and rituals the Namer may know unless and until Ranked. A Namer may know a number of spells and rituals other than counterspells of Rank 5 or lower and a number of counterspells of Ranks 1 to 5 equal to his Magical Aptitude. For example, a character could know 3 spells of Rank 5 or less and 12 counterspells of Ranks 1 through 5 if he had a Magical Aptitude of 15 (or any combination of spells, counterspells, and rituals equal to 15).

Since there are 12 Colleges of Magic and each has a General Knowledge counterspell and a Special Knowledge counterspell, there are 24 possible counterspells which a Namer may know. All counterspells work as described in 31.3, regardless of who is using them or what College of Magic they affect.

[39.5] General Knowledge Rituals

1. Ritual of Dissipation (Q-1)

A Namer may always use any counterspell he presently knows to cause the effects of a spell cast over an individual or object to be dissipated (removed) by performing the Ritual of Dissipation. The Namer treats this ritual as if he were employing Ritual Spell Preparation (see 32.1) except that he must cast the appropriate counterspell in order to accomplish the dissipation of the spell. In order to perform this ritual, the Namer must know the exact name of the spell that was cast over the character or object, what College the spell was a part of, and whether or not the spell was a General or Special Knowledge spell. Only spells (not rituals) may be dissipated using this technique. Only namers may use counterspells to dissipate spells once they have been cast. Adepts of other Colleges may use counterspells to send entities which they have personally summoned back to their own dimensions. In such cases, the counterspell need not be cast as part of a ritual. Only Namers, however, may dispell magic by using this ritual. At least 1 hour must be spent implementing this ritual. The Namer may not simply cast a counterspell over a character or object to achieve the same effect. Characters may never achieve Rank with this ritual, though the specific counterspell used may be Ranked.

[39.6] Special Knowledge Spells

1. Spell of Charming (S-1)

RANGE: 15 feet + 15 additional/Rank
DURATION: 1 hour + 1 additional/Rank
EXPERIENCE MULTIPLE: 450
BASE CHANCE: 40%
RESIST: May be actively & passively resisted.

EFFECTS: The Namer may influence the actions of any one entity whose Generic True Name he knows by casting a Spell of Charming over the individual. If, in addition, the Namer knows and pronounces the victim's Individual True Name, the Base Chance of the spell taking effect is increased by 50 and the effect of the spell is increased. The victim of the spell will see the caster as his true friend and will readily accept most suggestions emanating from him. Sworn enemies of the caster (or of his race) will not be affected by this spell unless the victim's Individual True Name is spoken and, even then, the duration of the spell is halved.

The caster may either suggest actions to the victim or may order him to act in a certain way on pain of losing the caster's "friendship." Any suggestion that is not directly and obviously inimical to the victim's interests (as defined by the GM, but usually limited to actions that would be injurious or fatal to the victim) will be acted upon 90% of the time. The caster may only insure 100% compliance with a request by making it an order based upon the friendship that binds the victim and caster together. In such instances, however, the victim immediately makes a Resistance Check. If he resists, the spell is broken and he immediately attacks the caster in a rage. Otherwise, the victim will accept the order and be 100% faithful to it for the remainder of the spell. Whenever any suggestion is made that would lead to the victim's injury or death, another Resistance Check is made. If the check is unsuccessful, the victim will accept the suggestion. Otherwise, the spell will be broken and he will attack the caster.

2. Spell of Compelling Obedience (S-2)

RANGE: 5 feet + 5 additional/Rank
DURATION: 1 hour + 1 additional/Rank
EXPERIENCE MULTIPLE: 500
BASE CHANCE: 10%

RESIST: May be actively & passively resisted.
EFFECTS: The Namer may cast this spell over any target(s) whose Generic or Individual True Names are known to him. Once successfully cast, the spell permits the caster to order the target to do anything within its physical capabilities which is not obviously suicidal. The spell may affect a number of targets equal to or less than the caster's Rank with this spell. No target may resist an order once it has failed to initially resist the spell. The Base Chance is increased by 25 if the caster pronounces the Individual True Name of *all* the spell's targets.

[39.7] Special Knowledge Rituals

1. Ritual of Magic Divination (R-1)

A Namer may determine if an individual or object is currently or has, been recently under the effects of a spell by employing the Ritual of Magic Divination. The object or individual must be present 'during the ritual which lasts for 1 hour. At the end of the ritual, the Namer's player makes a Cast Check to determine if the ritual has had the desired effect. The Base Chance for this check is 40%. The Base Chance is modified by the addition of 10 for each Rank

the Namer has in the use of the ritual. It is reduced by 5 for each week (or fraction of a week) since the spell was cast. If the ritual is successful, the nature of the spell (its exact name and College) is revealed to the Namer. There is no possibility of backfire from this ritual. The Experience Multiple to increase by one Rank is 250.

40. THE COLLEGE OF AIR MAGICS

The College of Air Magics concerns the shaping of the powers of the element of air.

[40.1] Adepts of the College of Air Magics may only practice their arts if they are in contact with air.

They may never practice air magic while underwater or in a vacuum. They may never summon creatures of the air into an environment where avians could not survive.

[40.2] The following numbers are added to the Base Chance of performing any talent, spell, or ritual of the College of Air Magics.

Caster occupies a mountain top 20
 Caster is underground or Otherwise totally enclosed* - 15
 Caster is only partially enclosed** - 5

*Total enclosure is defined as being surrounded by walls or earth in a windowless area where there is no direct and immediate communication with the air outside.

**Partial enclosure is defined as being in a cave or dwelling or similar walled or earth-enclosed area, but being in sight of a window or means of egress or other means of direct contact with the air outside. All modifiers are cumulative.

[40.3] Talents

1. Predict Weather (T-1)

The adept predicts with some accuracy what the weather will be like over the ensuing three days in the area within range of his talent. The talent operates effectively within a radius of 10 miles of the adept (+ 10 additional miles per Rank). The adept's player announces that he is checking the weather (sniffing the air and such) and then rolls D100. If the result is equal to or less than the adept's modified Perception, he is successful in making a prediction. In addition to other modifiers affecting the operation of this talent, the player adds 5 for each Rank he has achieved with the talent. If the adept is successful in making a prediction, the GM secretly rolls D100 to check the accuracy of the prediction. The following results may occur:

Dice	Accuracy
01-05	Totally wrong (opposite of the prediction occurs)
05-10	Generally incorrect (fairly wide divergence)
11-85	Generally correct (close, but not totally accurate)
86-100	Almost totally accurate (say, within 1 degree)

Following this dice roll, the GM delivers

the prediction arrived at by the character as if it were generally correct. The workings of the talent may not be resisted. It has an Experience Multiple of 150.

[40.4] General Knowledge Spells

1. Spell of Resistance to Cold (G-1)

RANGE: 10 feet + 10 additional/Rank

DURATION: 10 minutes X [D - 5] X Rank (X 1, if unranked)

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 40%

RESIST: May not be resisted

EFFECTS: The target of this spell gains 2 per Rank to its Magic Resistance for purposes of resisting a spell which damages via cold. In addition, 1 is subtracted from the damage done by any fire damage spell for every 2 Ranks.

2. Spell of Ice Creation (G-2)

RANGE: 15 feet + 10 additional/Rank

DURATION: Rank X 6 minutes (1 X 6, if unranked)

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 25%

RESIST: May not be resisted

EFFECTS: The spell creates a film of ice 1 inch thick and equal to one square foot per Rank or a cube of ice at the rate of 6 cubic inches per Rank.

3. Spell of Mage Wind (G-3)

RANGE: 10 feet + 10 additional/Rank

DURATION: 5 minutes X D10 X Rank (X 1, if unranked)

EXPERIENCE MULTIPLE: 125

BASE CHANCE: 30%

RESIST: May not be resisted.

EFFECTS: The Adept may summon a wind strong enough to power a longship at the rate of 5 knots (+ 1 additional knot per Rank), unless the ship is facing into the wind. If facing into the wind, the speed of the prevailing wind is subtracted from the ship's speed in knots (the rate at which it is propelled by the mage wind). The Adept may freely alter the direction of the mage wind during the spell.

4. Spell of Communication With Avians (G-4)

RANGE: 35 feet + 10 additional/Rank

DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE MULTIPLE: 75

BASE CHANCE: 20%

RESIST: MAY NOT BE RESISTED.

EFFECTS: Gives the Adept the power to communicate with any flying creatures within range of the spell.

5. Wind Whistle Spell (G-5)

RANGE: Works at any range

DURATION: D10 hours

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 40%

RESIST: May not be resisted.

EFFECTS: The Adept is able to create a wind of up to 30 knots over the area he occupies. The wind will take D-2 minutes to arrive and the Adept's Player must state before that time what direction the wind is blowing. The actual

velocity of the wind is determined by rolling D100:

Dice	Velocity
01-10	20 knots
11-25	10 knots
25-50	3 knots
51-75	10 knots
76-90	20 knots
91-100	30 knots

The Adept may add or subtract (his choice) a number equal to his Rank from the dice roll used to determine velocity. He need not announce his intention to do so until after he has rolled the dice and ascertained the result.

6. Spell of Conjuring Mist (G-6)

RANGE: 20 feet + 20 additional/Rank

DURATION: 1 minute X D10 X Rank (X 1, if unranked)

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 20%

RESIST: May not be resisted.

EFFECTS: The Adept creates a 10 cubic foot volume of mist or fog. He may add an additional 10 cubic feet per Rank to this volume. However, all the fog must fall within the Adept's range. It may be of any shape and may be moved by the Adept so long as it is all within range. Subtract 1 from the Base Chance for each knot of wind currently blowing.

7. Spell of Summoning Avians (G-7)

RANGE: Works at any range

DURATION: Immediate

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 30%

RESIST: May not be resisted.

EFFECTS: The Adept may summon one flying entity (other than a dragon) per Rank (minimum of 1). The avian must be native to the area and the Adept must state the species he is calling (one per spell) before attempting the spell. The avians will appear 5 minutes (-30 seconds per Rank) after the spell has been cast. This spell requires that the Adept's player actually whistle to call the desired flying creatures. If he can't whistle (or if his character is not in a position to vocalize), he may not cast the spell.

8. Spell of Detecting Fumes (G-8)

RANGE: 30 feet + 10 additional/Rank

DURATION: Immediate (during Pulse, if desired)

EXPERIENCE MULTIPLE: 125

BASE CHANCE: 45%

RESIST: May not be resisted.

EFFECTS: The Adept may detect the presence of fumes or vapors and has a 25% chance (+ 1 per Rank) of identifying them.

[40.5] General Knowledge Rituals

1. Ritual of Windspeak (Q-1)

The Adept can speak with the whispering spirits of the wind, learning what they have seen or heard and even soliciting their aid. All winds within a range of 300 feet + an additional

300 feet per Rank can be communed with in this manner. The Adept must spend one hour performing this ritual and may not move or engage in any other activity during that time. The Base Chance that the ritual will be effective is equal to the Adept's Magical Aptitude + 5 for each Rank the Adept has achieved. The ritual has an Experience Multiple of 150, and there is no backfire.

2. Ritual of Binding Air (Q-2)

The Adept may bind the element of air within a radius of 10 feet + 10 additional feet per Rank for a period equal to 1 hour (+ 1 additional hour per Rank) while maintaining his concentration. It takes an hour to perform the ritual which has a Base Chance equal to the Adept's Magical Aptitude (+ 4 per Rank). It may not be resisted unless the area contains an already extant Air Elemental (who may both actively and passively resist). The results of the ritual are similar to those for the binding of other elements. The Adept gains control of all of the facets of the element. He can control the weather, shape the winds, even create an Air Elemental similar to the Fire Elemental described in 42.5. The Experience Multiple for this ritual is 750, and if it backfires, a violent storm results.

[40.6] Special Knowledge Spells

1. Windstorm Spell (S-1)

RANGE: 30 feet + 30 additional/Rank

DURATION: 10 seconds + 10 additional/Rank

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 40%

RESIST: May only be passively resisted.

EFFECTS: The Adept creates a windstorm within an area with a radius of 30 feet + 30 additional feet per Rank. All characters within this area except the Adept must either resist or suffer D - 6 (+ 1 for every 2 Ranks) damage and must check to determine if they remain standing. Each character's Player rolls D 100. If the result is less than or equal to the sum of the character's Physical Strength and Agility minus the Rank of this spell, the character remains standing. Otherwise, the character falls prone.

2. Spell of Storm Calling (S-2)

RANGE: Works at any Range.

DURATION: Variable

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 40%

RESIST: May not be resisted.

EFFECTS: The Adept may summon any storm front which may exist anywhere in sight. Upon reaching the spot occupied by the Adept, the storm front will slow and finally cease moving and begin to downpour (snow, rain, hail, sleet, or whatever else the GM feels the clouds may contain). Generally, a storm front can be seen for 20 to 30 miles. If no front can be seen, the spell can still be cast, but the Base Chance is reduced by 20. The storm front will take D10X3 (- 1 per Rank) minutes to arrive.

3. Spell of Ice Construction (S-3)

RANGE: 15 feet + 5 additional per Rank

DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE MULTIPLE: 225

BASE CHANCE: 15%

RESIST: May not be resisted.

EFFECTS: The Adept may create 10 cubic feet of ice (+ 10 additional cubic feet per Rank) in any shape(s) of the Adept's choice. The objects always appear entirely within range of the Adept and may not appear on top of or inside (partially or wholly) any character or entity.

4. Spell of Controlling Avians (S-4)

RANGE: 1 mile + 1 additional/Rank

DURATION: Concentration/maximum of 1 hour + 1 additional per Rank

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 20%

RESIST: May be actively & passively resisted.

EFFECTS: The Adept may control 1 avian (+ 1 additional avian per Rank) within range unless the avian successfully resists. If the Adept fails to gain control or loses control, the avian will immediately attack him and his companions.

5. Spell of Freezing Wind (S-5)

RANGE: 10 feet + 10 additional/Rank

DURATION: 30 seconds + 30 additional/Rank

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 30%

RESIST: May be actively & passively resisted.

EFFECTS: The spell causes arctic conditions to prevail in a 10 foot cube. The area may be increased by 1 foot (all dimensions) per Rank. Any character in this area (including the adept) must resist or take D-4 (+ 1 per Rank) damage due to freezing. Increase the Base Chance of infection as a result of damage from this spell by 30. If a creature of fire (efreet, salamander or elemental) is caught within the effective area of the spell, the creature takes D-1 (+ 1 per Rank) damage.

6. Spell of Ice Projectiles (S-6)

RANGE: 25 feet + 5 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 300

BASE CHANCE: 30%

RESIST: May only be passively resisted.

EFFECTS: The spell attacks one target within range per Rank (minimum of 1). If the target fails to resist, he suffers D - 3 (+ 1 per Rank) damage due to being pierced by type-A weapons made of ice. In addition, his chance of infection is increased by 10 as a result of any wound from ice projectiles.

7. Lightning Spell (S-7)

RANGE: 60 feet

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 225

BASE CHANCE: 30%

RESIST: May only passively resist (then suffers half damage).

EFFECTS: The Adept may throw a single bolt of lightning 60 feet long from his fingertips. The bolt must extend the entire 60 feet and will rebound any feet not traveled initially. Any target that is in the path of the bolt must successfully resist or suffer D + 5 damage + 1 additional point for every 3 or Fraction Ranks (and become automatically stunned).

8. Spell of Hibernation (S-8)

RANGE: May only be cast over self or adjacent character

DURATION: Variable according to Rank

EXPERIENCE MULTIPLE: 350

BASE CHANCE: 20%

RESIST: May be actively or passively resisted.

EFFECTS: The Adept may cause himself or one other character to enter a state of suspended animation lasting for the following periods (dependent upon Rank):

Rank	Duration
1-3	1 week
4-8	1 month
9-11	3 months
12-16	6 months
17-19	1 year
20	Any duration of the adept's choice



The target of the spell will awaken when the spell is over with no ill effects except that his Physical Strength will be reduced by D-6 due to muscle atrophy. This reduction is temporary and the character can regain his previous Physical Strength at the rate of 1 point per day. Physical Strength cannot be reduced below 1.

9. Weapon of Cold Spell (S-9)

RANGE: 5 feet + 5 additional/Rank

DURATION: 20 seconds X [D - 5] X Rank (x 1, if unranked)

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 30%

RESIST: May not be resisted.

EFFECTS: The weapon over which the spell is cast becomes infernally cold without harm

coming either to the weapon or the user of it. The Base Chance of hitting with the weapon is increased by 1 and by an additional 1 for each Rank the Adept has acquired with the spell. The damage done by the weapon is increased by 1 for every 3 Ranks (or fraction of 3) the Adept has acquired with the spell. The damage is increased by 1 per Rank (instead of for every 3 Ranks) if used against a Fire character.

10. Barrier of Wind Spell (S-10)

RANGE: May only be cast over self.

DURATION: 30 seconds + 30 additional/Rank

EXPERIENCE MULTIPLE: 300

BASE CHANCE: 20%

RESIST: May not be resisted.

EFFECTS: The spell forms a barrier of wind around the Adept that decreases the Strike Chance of any attacker in Melee Combat by 5 (+ 1 for each Rank). Hurlled weapons and missile weapons have their Strike Chance reduced by an additional 2 per Rank (instead of 1).

11. Snow Simulacrum Spell (S-11)

RANGE: Caster must shape object and touch it to cast spell.

DURATION: Concentration/maximum of 1 hour + 1/Rank

EXPERIENCE MULTIPLE: 300

BASE CHANCE: 2%

RESIST: MAY NOT BE RESISTED.

EFFECTS: The caster must form a human or animal figure out of snow. This sculpture may then be animated by the spell. The animated sculpture will have the same characteristics as the sculptured entity except that all characteristics are reduced 25%. Although no longer composed of snow, the simulacrum will have an adverse reaction to the presence of heat and flame and will take an additional 2 points damage from heat and flame attacks. The time required to actually build the sculpture will depend upon the size of the entity being sculpted and must be determined by the GM.

12. Wall of Ice Spell (S-12)

RANGE: 20 feet + 10 additional/Rank

DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE MULTIPLE: 150

BASE CHANCE: 15%

RESIST: May not be resisted.

EFFECTS: The Adept may create a wall 2 feet thick, 10 feet tall and 20 feet long or a ring 2 feet thick, 10 feet tall and with a 5 foot radius or a pillar 15 feet high and 4 feet thick made of ice. He may increase any dimension by 1 foot per Rank. This spell may not be cast on top of characters.

13. Ray of Cold Spell (S-13)

RANGE: 35 feet + 10 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 300

BASE CHANCE: 30%

RESIST: May only passively resist (then suffers half damage).

EFFECTS: The spell projects a ray of frozen air at a target. Anything standing between the caster and the target blocks the ray. Anything struck by the ray (target or another character or object)

must either resist or suffer D-1 (+ 1 per Rank) points of damage due to freezing. If a character successfully resists, the damage is halved (round up). Regardless of whether full or half damage is suffered, the Base Chance of infection increases by 20.

14. Spell of Sleep Gas (S-14)

RANGE: 30 feet + 10 additional/Rank

DURATION: 5 minutes + 5 additional/Rank

EXPERIENCE MULTIPLE: 450

BASE CHANCE: 5%

RESIST: May only be passively resisted.

EFFECTS: The spell creates a cloud of knockout gas 20 cubic feet (+ 10 additional cubic feet per Rank) in size anywhere entirely within the Adept's range. Any character (including the Adept) inhaling the gas must successfully resist or suffer D-3 (+ 1 additional point per Rank) damage. In addition, a second check must be made against each character's Endurance. All characters whose Players roll a D100 result higher than their modified Endurance immediately fall unconscious. A character must check to determine if he falls unconscious even if he passes his initial Resistance Check.

15. Spell of Windwalking (S-15)

RANGE: 10 feet + 10 additional/Rank

DURATION: 30 seconds + 30 additional/Rank

EXPERIENCE MULTIPLE: 425

BASE CHANCE: 20%

RESIST: May be actively & passively resisted.

EFFECTS: The Adept can propel a chosen target through the air at 120 miles per hour.

16. Whirlwind Vortex Spell (S-16)

RANGE: 15 feet + 15 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 650

BASE CHANCE: 1%

RESIST: May be actively & passively resisted.

EFFECTS: Creates a whirlwind around one human-sized target for every 3 Ranks (minimum of 1) or fraction of 3 Ranks. If the targets fail to resist, they perish (are torn apart by the winds). If the spell is cast, but a target's passive resistance is successful, the target suffers D-4 (+ 1 per Rank) damage instead of perishing.

17. Spell of Frozen Doom (S -17)

RANGE: 20 feet + 20 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 500

BASE CHANCE: 1%

RESIST: May be actively & passively resisted.

EFFECTS: Turns the blood of one target entity to ice. This spell is ineffective against targets whose modified Magic Resistance is greater than the modified chance of casting the spell (though the spell could still backfire).

[40.7] Special Knowledge Rituals

1. Ritual of Controlling Weather (R-1)

The Adept may gather storm clouds, increase or decrease the temperature by 5° (+ 1 additional degree per Rank), increase or decrease the barometric pressure by 0.5 inch (+0.2 inch additional per Rank) and/or cause 12 inches of precipitation to fall (+6 inches per Rank) within a radius of 5 miles (+ 1 additional

mile per Rank) by spending 1 hour to perform this ritual. The Adept may not move or engage in any other activity during that time. He can maintain these alterations in the weather as long as he maintains his concentration on them (maximum of 1 hour + 1 additional hour per Rank). The Base Chance of effectively employing this ritual is 9%, 5 is added to this number for each Rank the Adept has achieved with the ritual. The Experience Multiple for this ritual is 450, and if a backfire occurs, the weather affects the Adept.

2. Ritual of Summoning and Controlling Air Elemental (R-2)

The Adept may summon an Air Elemental and temporarily bind him to service in exactly the same manner (and with the same type of results) as described for the summoning of Fire Elementals in 42.7, with the exception that the summoning of an Air Elemental requires an open or semi-enclosed area. An Air Elemental cannot be summoned and bound by an Adept who is underground and cut off from direct access to the air outside, for example. All procedures and numbers from 42.7 apply to this ritual.

41. THE COLLEGE OF WATER MAGICS

The College of Water Magics is concerned with the shaping of the powers in the element of water.

[41.1] Adepts of the College of Water Magics may only practice their arts if they are in contact with or near water.

They may never practice their arts in a vacuum or a totally waterless place. They may not summon water-dwelling creatures into an area that does not contain a body of water large enough for the water-dwelling creature to immerse itself totally. They may use their magic while on land (in a non-arid area) but suffer some diminution in their abilities.

[41.2] The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of the Water Magics:

Adept is in physical contact with a body of water*	20
Adept is on board a ship	10
Adept is on land, but in sight of a body of water **	5
Adept is on land not in sight of water	- 10
All bodies of water in vicinity of Adept are frozen	- 20

*A body of water is a sea, lake, ocean, pond, river, well, steam, spring, or other feature containing large amounts of water (1,000 gallons or more) or existing as part of a larger system or network of waterways. A barrel, bucket, or tun of water does not qualify as a body of water.

** Usually within 5 to 10 miles of a body of water. All modifiers are cumulative.

[41.3] Talents

1. Predict Weather (T-1)

The Predict Weather Talent of this College is similar to the Talent of the same name of the College of Air Magics except that the Adept of the College of Water Magics must be at sea (on an ocean, sea, or large lake) or within 15 miles of a sea, ocean, or large lake for the Talent to operate. The Experience Multiple for this Talent is 75. In all other ways, the Talent is identical to T-1 of the College of Air Magics (40.3, p. 44).

[41.4] General Knowledge Spells

1. Spell of Calming Waters (G-1)

RANGE: 90 feet + 90 additional/Rank

DURATION: 15 minutes + 15 additional/Rank

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 30%

RESIST: May not be resisted

EFFECTS: The Adept reduces the height of all waves within range by 1 foot (+ 1 additional foot/Rank) and reduces the size of swells by 1 foot for every 2 Ranks (minimum, 1 foot).

2. Spell of Wave Making (G-2)

RANGE: 90 feet + 90 additional/Rank

DURATION: 15 minutes X Rank (X 1, if unranked)

EXPERIENCE MULTIPLE: 125

BASE CHANCE: 25%

RESIST: May not be resisted.

EFFECTS: The Adept increases the size of all waves within range by 5 feet (+ 1 additional foot/Rank) and increases the size of all swells within range by 2 feet (+ 1 additional foot for every 2 or fraction of 2 Ranks).

3. Spell of Speaking to Seabirds (G-3)

RANGE: 15 feet + 10 additional/Rank

DURATION: Concentration/no maximum

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 60%

RESIST: May not be resisted

EFFECTS: The spell allows the Adept to communicate verbally with gulls, terns, penguins, pelicans, and other seabirds.

4. Spell of Flotation (G-4)

RANGE: Caster must touch spell's target

DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE MULTIPLE: 75

BASE CHANCE: 45%

RESIST: May not be resisted.

EFFECTS: Increases target's ability to swim by 50%. Decreases the target's chances of drowning by 5 (+ 1 per Rank).

5. Spell of Navigation (G-5)

RANGE: Works at any Range

DURATION: : 1 hour + 1 additional/Rank

EXPERIENCE MULTIPLE: 125

BASE CHANCE: 15%

RESIST: May not be resisted.

EFFECTS: The spell attunes the caster's mind to the sea and winds, allowing him to sail with less chance of mishap. Decrease the chance of veering off course, running aground, etc., by 5 (+ 1 additional/Rank).

6. Water Purification Spell (G-6)

RANGE: Caster must touch the water being purified

DURATION: Immediate
EXPERIENCE MULTIPLE: 150
BASE CHANCE: 40%
RESIST: May not be resisted.
EFFECTS: Turns 1 quart (+ 1 per Rank) of salt water into potable water.

7. Spell of Speaking With Aquatic Mammals (G-7)

RANGE: 15 feet + 15 additional/Rank
DURATION: Concentration/no maximum
EXPERIENCE MULTIPLE: 125
BASE CHANCE: 35%
RESIST: May not be resisted.
EFFECTS: The spell gives the Adept the ability to communicate verbally (through sounds) with dolphins, whales, porpoises, sea lions, seals, and other aquatic mammals.

8. Spell of Summoning Aquatic Mammals (G-8)

RANGE: Works at any range
DURATION: Immediate
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 20%
RESIST: May not be resisted
EFFECTS: The Adept may summon 1 aquatic mammal (+ 1 per Rank at Ranks above 5). It will take 30 minutes (- 30 seconds per Rank) for the mammal to arrive. The mammal must be native to the area to be summoned.

9. MageWind Spell (G-9)

This spell is identical in all respects to the spell of the same name in the College of Air Magics (see 40.4, G-3, p.45).

10. Spell of Water Creation (G-10)

RANGE: Adept must touch substance from which water is drawn
DURATION: Immediate
EXPERIENCE MULTIPLE: 150
BASE CHANCE: 35%
RESIST: May not be resisted.
EFFECTS: The spell allows the Adept to extract moisture from the air or from plants (providing there is moisture available to be extracted) in the amount of 1 pint (+1 additional pint per Rank).

11. Spell of Watersight (G-11)

RANGE: Adept must touch the target's eyes
DURATION: 1 hour + 1 additional/Rank
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 50%
RESIST: May not be resisted.
EFFECTS: Spell forms a transparent film over the target's eyes enabling him to see under water as if wearing goggles or a diving mask.

12. Spell of Water Breathing (G-12)

RANGE: Adept must touch target's throat
DURATION: 1 hour + 1 additional/Rank
EXPERIENCE MULTIPLE: 200
BASE CHANCE: 25%
RESIST: May not be resisted.
EFFECTS: Spell forms a set of gills in the subject's neck which allow him to operate under the water without affecting his ability to operate on the surface.

13. Spell of Ship Binding (G-13)

RANGE: 90 feet + 15 additional/Rank
DURATION: Concentration/maximum of 2 hours + 1 additional/Rank
EXPERIENCE MULTIPLE: 200
BASE CHANCE: 20%
RESIST: May not be resisted.
EFFECTS: This spell may be used to strengthen the structure of any ship or boat, repair leaks and holes, restep masts, etc. At Rank 10 and above, a small sail craft may be constructed instantly out of available wood using this spell. At Rank 15 and above, a large craft may be constructed (one 40 feet or more in length). The effects of this spell are cancelled if the Adept fails to maintain it by concentrating on it. At the end of the spell, all of its effects are undone. If the spell was used to build a ship or boat, the craft immediately falls apart (even in mid-ocean).

14. Spell of Seablessing (G-14)

RANGE: Adept must touch object or entity over which spell is cast
DURATION: 1 week + 1 additional/Rank
EXPERIENCE MULTIPLE: 200
BASE CHANCE: 15%
RESIST: May not be resisted.
EFFECTS: This spell may be cast on a character or seagoing craft. It will decrease the chances that the character or craft will encounter sea monsters, meet pirates, or face typhoons by 5 (+ 1 per Rank).

[41.5] General Knowledge Ritual

1. Ritual of Binding Water(Q-1)

The Adept may bind the element of water within a radius of 10 feet (+ 15 additional feet per Rank) for a period equal to 1 hour (+ 1 additional hour/Rank) while maintaining his concentration. It takes an hour to perform this ritual which has a Base Chance equal to the Adept's Magical Aptitude (+ 4 per Rank). It may not be resisted unless the area contains a Water Elemental (who may both actively and passively resist). The results are similar to the binding of all other elements. The Adept gains control of all the facets of the element. He can, for example, create an intelligent water sprite (which will always have characteristics several points lower than the Adept). Its every action would have to be directed by the Adept, however. At Rank 10 or higher, the Adept can create a free-willed water sprite that will be loyal to him but not require that its every move be directed. Such entities will never leave the water. The Experience Multiple is 750.

[41.6] Special Knowledge Spells

1. Spell of Liquid Purification (S-1)

RANGE: 15 feet
DURATION: Immediate (during Pulse)
EXPERIENCE MULTIPLE: 350
BASE CHANCE: 30%
RESIST: May not be resisted.
EFFECTS: Turns 1 quart (+ 1 additional/Rank) of any aqueous liquid into potable water.

2. Spell of Liquid Transmutation (S-2)

RANGE: Adept must touch the water to be transmuted.
DURATION: Immediate.
EXPERIENCE MULTIPLE: 350
BASE CHANCE: 100%
RESIST: May not be resisted.
EFFECTS: The Adept may turn one pint of potable water into a general antidote for venom. The number of doses created by the spell is equal to [D - 5] (+ 1 per Rank). Each dose immediately causes any venom to become inactive and will cure one Endurance Point loss due to venom.

3. Waters of Healing Spell (S-3)

RANGE: Adept must touch water to be transmuted
DURATION: Immediate
EXPERIENCE MULTIPLE: 400
BASE CHANCE: 30%
RESIST: May not be resisted.
EFFECTS: The Adept may turn one pint of water into a healing potion. The number of doses created by the spell is equal to [D-5] (+ 1 per Rank). Each dose will cure one Endurance Point loss due to any cause except poison.

4. Waters of Strength Spell (S-4)

RANGE: Adept must touch water to be transmuted
DURATION: Immediate
EXPERIENCE MULTIPLE: 350
BASE CHANCE: 30%
RESIST: May not be resisted.
EFFECTS: This spell will produce 1 dose of a Strength Potion out of a pint of potable water. When drunk, the potion adds [D + 2] to Physical Strength for a period of 15 minutes, unless the character is involved in combat during that time. If a character becomes involved in combat, the potion will cease to work after 15 combat Pulses due to alterations in body chemistry.

5. Spell of Summoning Fish (S-5)

RANGE: Works at any range
DURATION: Immediate
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 25%
RESIST: May not be resisted.
EFFECTS: The spell summons 1 fish native to the area at Ranks 1-9. At Rank 10 and above, it summons [D - 5] fish. The spell may only be cast while on a body of water or standing within 100 feet of a body of water.

6. Spell of Controlling Fish (S-6)

RANGE: 10 feet + 10 additional/Rank
DURATION: Concentration/no maximum
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 20%
RESIST: May only be passively resisted.
EFFECTS: The Adept can control 1 fish (+ 1 additional fish for every 2, or fraction, Ranks). The fish will continue to serve him only so long as he concentrates or until he tells the fish to go away (move out of range of the spell). A fish that is no longer controlled, but still in the vicinity may attack his former master.

7. Spell of Controlling Sea Mammals (S-7)

RANGE: 10 feet + 10 additional/Rank

DURATION: Concentration/no maximum

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 25%

RESIST: May only be passively resisted

EFFECTS: The spell operates the same way as S-6 of this College (Spell of Controlling Fish), except it affects aquatic mammals.

8. Waters of Vision Spell (S-8)

RANGE: Adept must touch water

DURATION: 10 seconds

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 25%

RESIST: May not be resisted.

EFFECTS: The Adept must touch a pool of still water with his hand. He will then experience visions (usually precognitive in nature) concocted by the GM. At Rank 5 and above, he may use this technique to spy into an area to see what is going on there. The distance from the character to the area being spied into is 5 miles (+ 15 additional miles per Rank).

9. Windsail Spell (S-9)

RANGE: 90 feet + 15 additional/Rank

DURATION: 1 hour + 1 additional/Rank

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 25%

RESIST: May not be resisted.

EFFECTS: The Adept casts this spell over any watercraft of a surface type equal to 2 tons (+2 additional tons per Rank) or less in weight. It creates a sail of bound water sprites which will not rip or break the mast and which will carry the ship in the direction of the caster's choice and at the speed of the prevailing winds.

10. Spell of Rain Calling (S-10)

RANGE: 15 miles + 1 additional/Rank

DURATION: 1 day

EXPERIENCE MULTIPLE: 300

BASE CHANCE: 15%

RESIST: May not be resisted.

EFFECTS: Will gather any rain clouds within range over the area of the Adept and cause a localized squall to follow him for one day.

11. Maelstrom Spell (S-11)

RANGE: 30 feet + 30 additional/Rank

DURATION: 10 seconds + 10 additional/Rank

EXPERIENCE MULTIPLE: 500

BASE CHANCE: 10%

RESIST: May only be passively resisted.

EFFECTS: The Adept creates a horrifying watery vortex with a diameter of 10 feet (+ 10 additional feet/Rank) which exists entirely within the spell's Range. All objects and entities within 20 feet of the vortex must successfully resist or they are sucked into the eye of the vortex and down to the seabottom. This spell will only be effective if cast over a large body of water (sea, ocean, or lake).

12. Waterspout Spell (S-12)

RANGE: 60 feet + 60 additional/Rank

DURATION: 1 minute + 30 seconds/Rank

EXPERIENCE MULTIPLE: 750

BASE CHANCE: 5%

RESIST: May only be passively resisted.

EFFECTS: The Adept creates a tornado-like formation over a body of water which has a radius of 5 feet (+ 5 additional feet per Rank). The tornado tears apart anything or anyone who occupies the same space with it unless they successfully resist. The tornado does [D-1] (+ 1 per Rank) Damage Points to a character who resists successfully instead of destroying him and scattering the bloody pieces to the winds. The Adept may move the tornado in any direction he desires at a rate of 10 knots +5 additional knots per Rank. It may never be moved onto dry land.

[41.7] Special Knowledge Rituals

1. Ritual of Summoning and Binding Water Elemental (R-1)

The Adept may summon a Water Elemental and temporarily bind him to service in exactly the same manner (and with the same results) as described for the summoning of Fire Elementals in 42.7 with the exception that the summoning of a Water Elemental may only take place if the Adept is on or within 20 feet of a large body of water (lake, sea, or ocean). All procedures and numbers from 42.7 apply to this ritual.

42. THE COLLEGE OF FIRE MAGICS

The College of Fire Magics is concerned exclusively with shaping the element of Fire.

[42.1] Adepts of the College of Fire Magics may only practice their arts in an area where it is possible for fire to exist.

They may not practice fire magic underwater or in a vacuum, for example.

[42.2] The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of Fire Magics:

Caster or target is in medium or light mist, fog, or rain	5
Caster or target is in heavy fog or rain	- 10
Caster or target is within 30 feet of medium fire*	5
Caster is within medium fire**	10

*A medium fire is defined as a good-sized campfire.

** This modifier presupposes that the caster is protecting himself with a spell or charm from the effects of the fire.

All modifiers are cumulative. If the cumulative modification to the spell or ritual is greater (less) than 10, then the damage done by the spell (if any) is increased (decreased) by 1.

[42.3] Talents

1. Infravision (T-1)

The Adept may identify the class of a heat source which is within his range of vision. Whenever the Adept attempts to make an identification of this type, his player rolls D100. If the resulting number is equal to or less than the Adept's Perception, the heat source is identified. The Adept's Perception is modified

in the same manner as any Base Chance for success in spell casting. In addition to other modifiers, the Base Chance is modified as follows:

For every 10 feet (after the first 10) separating Adept from heat source 1

For each Rank the Adept has with the Infravision Talent 5

The working of this talent may be actively, but not passively, resisted. In the event that the heat source is identified, the GM must tell the Adept's player the species of the heat source (if an entity), its general nature (if a physical object), and if it is magical or not. He need provide no other information. The Experience Multiple for this Talent is 75.

[42.4] General Knowledge Spells

1. Spell of Pyrogenesis (G-1)

RANGE: 25 feet + 5 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 50

BASE CHANCE: 45%

RESIST: May only be passively resisted.

EFFECTS: One small flammable object (or entity) within range may be caused to burst into flame. Thereafter, the flames are fueled by the object or entity. They may be extinguished. Note: This spell is meant to be used to light matches and cause insects and small furry animals to burst into flames. It is not meant for use against human-size characters.

2. Spell of Heat Production (G-2)

RANGE: 25 feet + 5 additional per Rank

DURATION: Concentration/maximum of 1 hour x 2 x Rank

EXPERIENCE MULTIPLE: 50

BASE CHANCE: 35%

RESIST: MAY ONLY BE PASSIVELY RESISTED.

EFFECTS: The caster may cause the temperature of one 15-foot cube to rise by 2°F per Rank, or he may concentrate the spell on a single object. If he concentrates the spell on a single object, the spell will cause that object to heat up rapidly, making bronze red hot in [100 seconds - (Rank X 6 seconds)] and heating other metals accordingly. At Rank 17, bronze would become instantaneously hot as a result of this spell.

3. Spell of Fire Resistance (G-3)

RANGE: May only be cast over self or adjacent character

DURATION: 10 minutes X [D - 5] x Rank (X 1, if unranked)

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 40%.

RESIST: May not be resisted

EFFECTS: The single person or object over which the spell is cast gains 2 per Rank (minimum of 2) to his/its Resistance against a spell of the College of Fire Magics that would normally cause damage to the individual or object. In addition, 1 is subtracted from the damage done by such a spell for every 2 Ranks the caster has with the Spell of Fire Resistance.

4. Spell of Light (G-4)

RANGE: 15 feet + 15 additional/Rank

DURATION: 15 minutes X [D-5] x Rank (X 1, if unranked)

EXPERIENCE MULTIPLE: 75

BASE CHANCE: 50%

RESIST: May not be resisted.

EFFECTS: One 10-foot cube (1000 cubic feet) area may be brightly lit. The lighted area may be of any shape (even pencil-thin) but must emanate from the spot occupied by the caster.

5. Spell of Temperature Alteration (G-5)

RANGE: Caster must touch target

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 125

BASE CHANCE: 15%

RESIST: May not be resisted.

EFFECTS: If the caster succeeds in touching an adjacent character (part of the spell-casting process) or in touching a heat-conductive object in the target's possession (armor, shield, weapon, etc.), the target immediately suffers [D-4]+(1 X Rank) damage. If the target is touched on a non-conductive surface, the damage is halved (round up). If struck on an insulated surface, no damage is incurred.

6. Wall of Smoke Spell (G-6)

RANGE: 10 feet + 10 additional/Rank

DURATION: 15 minutes X [D - 6] X rank (x 1, if unranked)

EXPERIENCE MULTIPLE: 75

BASE CHANCE: 15%

RESIST: May not be resisted.

EFFECTS: The caster may create two 5-foot cubes of smoke per Rank. He may vary the intensity of the smoke from light vapors to thick, rolling smoke. The duration of the spell will be decreased if cast out of doors in a breeze, gusting or strong wind.

7. Spell of Fireproofing (G-7)

RANGE: Caster must touch target

DURATION: 24 hours X D10 X Rank (X 1, if unranked)

EXPERIENCE MULTIPLE: 150

BASE CHANCE: 30%

RESIST: May not be resisted.

EFFECTS: The spell protects the subject from all non-magical fire and heat effects. He cannot suffer damage from non-magical fire while under the effects of this spell.

8. Spell of Protection Against Magical Fire (G-8)

RANGE: Caster must touch target

DURATION: 24 hours X D10 x Rank (x 1, if unranked)

EXPERIENCE MULTIPLE: 175

BASE CHANCE: 2%

RESIST: May not be resisted.

EFFECTS: The spell protects the subject entirely from all magical types of fire or fire spells. He can suffer no physical damage from the flames or heat of a magically generated fire while under the protection of this spell.

[42.5] General Knowledge Rituals

1. Ritual of Binding Fire (Q-1)

The Adept can bind the element of fire to his will by performing a Ritual of Binding Fire in an area where fire already exists. The ritual

requires that the Adept spend one hour in its performance during which he may not move and may perform no other action. At the end of the ritual, the Adept's player rolls D100. If the resulting number is less than or equal to 9, the ritual is a success and the fire source over which the ritual was cast is considered bound for a length of time equal to the ability of the Adept to retain his concentration over it (maximum of 1 hour + 1 additional hour per Rank). The chance that the ritual will be successful is modified by the addition of the following numbers:

For every 5 feet separating the Adept from the fire being bound 4

Each Rank Adept has achieved in the use of the ritual 5

A bound fire can be shaped by the Adept who bound it into any desired form. Its size can be increased (to a size which is greater than its original size by a factor equal to the square of the Adept's Rank). He can instill in the fire intelligence equal to the Adept's, etc. The higher the Adept's Rank with the ritual, the greater the results of the ritual. For example, whereas at Rank 1, the Adept could create a Fire Elemental which he would have to guide at every turn, at Rank 10, the same Fire Creature might be endowed with free will, but would be loyal to the purposes of the Adept. The ritual cannot be resisted except by an intelligent being composed of fire (and then only passive resistance is possible). It has an Experience Multiple of 750.

[42.6] Special Knowledge Spells

1. Wall of Fire Spell (S-1)

RANGE: 10 feet + 10 additional/Rank

DURATION: Concentration/maximum of 3 hours

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 25%

RESIST: No/Yes

EFFECTS: The caster can create a 5 foot high x 20 foot long wall of flames or a 5 foot high circle of flames with a 5-foot radius or a pillar 15 feet high with a 2-foot radius. The caster can increase any one dimension by 1 foot per Rank. The spell, itself, cannot be resisted. Any creature passing through the flames must successfully Resist or will suffer [D-5] (+ 1 additional point per Rank) damage due to burning.

2. Bolt of Fire Spell (S-2)

RANGE: 25 feet + 25 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 40%

RESIST: May only be passively resisted

EFFECTS: Any target of the caster's choice is struck by a bolt of fire emanating from the caster's fingers. Unless the target successfully resists, he/it will suffer [D - 5] (+ 1 per Rank) damage from the bolt. The target's resistance is reduced by 10 unless he is also a member of the College of Fire. If the target fails to resist and

is, himself, flammable or is wearing flammable clothing, the target will ignite as a result of the bolt if the result of the Resistance Check is 91 or greater. The bolt will always travel its full range unless it hits a target, even if this means bouncing off a wall and turning back on itself to strike the caster.

3. Ball of Fire Spell (S-3)

RANGE: 20 feet + 20 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 30%

RESIST: May only be passively resisted.

EFFECTS: This spell affects either a 20-foot square area or a circular area with a 12-foot radius. The entirety of the affected area must be within the caster's spell range for the spell to be effective. All targets within the blast radius that do not successfully resist suffer [D-4] (+ 1 for every 2 or fraction of 2 Ranks).

4. Web of Fire Spell (S-4)

RANGE: 20 feet + 10 additional/Rank

DURATION: Concentration/maximum: 15 minutes + 15 additional/Rank

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 15%

RESIST: May only be passively resisted (which may halve damage).

EFFECTS: The caster projects a flaming web, similar to a spider web in construction, from his fingertips at a target (hex or object or character). Any objects or entities standing between the caster and the target are ensnared by the web along with the target unless they successfully resist. Any characters who do not resist suffer [D - 2] (+ 1 per Rank) damage each Pulse that the web is burning. The web continues to burn until cut or until the caster ceases to concentrate on the spell or the flames are otherwise extinguished. The web may only ensnare a number of characters equal to the caster's Rank. Characters who resist successfully suffer only half damage (round up). Individuals ensnared in the web suffer no damage on the first Pulse they are ensnared. In order to cut the web, a character must successfully strike it with a weapon that does type B damage and must inflict at least 5 points of damage as a result of that single strike.

5. Spell of Self-immolation (S-5)

RANGE: May only be cast over self or adjacent character

DURATION: 45 seconds + 15 additional/Rank

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 15%

RESIST: May be actively & passively resisted.

EFFECTS: The target of the spell is temporarily unaffected by heat or flame of a magical nature. He is still affected by non-magical fires. In addition, if the spell is successfully cast, the target bursts into flames, inflicting [D - 5] (+ 1 per Rank) damage upon anyone within 5 feet of him (friend or foe). All characters in hexes adjacent to the target on the Tactical Display would, for example, be affected. The target of the spell suffers [D - 4] damage unless the spell is Rank 10 or higher (total damage, not per Pulse).

6. Imploding Fireball Spell (S-6)

RANGE: 20 feet + 20 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 225

BASE CHANCE: 20%

RESIST: May only be passively resisted (then suffers half damage).

EFFECTS: The caster may strike a single target with a ball of fire. If the target fails to resist after being struck, the fireball does D10 (+ 1 per Rank) damage. If the target successfully resists, he suffers half damage (round up).

7. Weapon of Flames Spell (S-7)

RANGE: 5 feet + 5 additional/Rank

DURATION: 20 seconds x [D - 5] X Rank (X 1, if unranked)

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 30%

RESIST: May not be resisted

EFFECTS: The spell is cast over a weapon of the Adept's choice causing it to burst into flame without damage to the weapon or the wielder of it. The Base Chance to hit a target with the weapon is increased by 1 and by an additional 1 for each Rank the Adept has acquired with the spell and the damage done by the weapon is increased by 1 for every 3 (or fraction) Ranks the Adept has achieved with the spell. The damage caused by the weapon is increased by 1 per Rank (instead of by 1 for every 3 Ranks) when the weapon is used against a creature of cold or water or against an undead creature. All creatures which live in cold environments or in water are considered creatures of cold or water. At Rank 6, this spell may be used to create a sword of flame without the necessity of casting it over a sword (the weapon is created out of air). At Rank 10, the caster can create any flaming weapon of his choice out of air using this spell (including missile weapons).

8. Demonic Firebolt Spell (S-8)

RANGE: 25 feet X Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 300

BASE CHANCE: 2%

RESIST: May only be passively resisted (then suffers half damage).

EFFECTS: This spell works in the same manner as the Bolt of Fire Spell (S-2) except that the damage caused is [D - 2] (+ 1 per Rank).

9. Spell of Hellfire (S-9)

RANGE: 10 feet + 10 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 675

BASE CHANCE: 5%

RESIST: May only be passively resisted (then suffers half damage).

EFFECTS: This invisible fire attacks one human-sized target for every 3 (or fraction of 3) Ranks the caster has achieved with the spell. The target's Magical Resistance is automatically reduced by 20. The spell does [D + 1] (+ 2 for each Rank) damage. If a character successfully resists, he suffers only half damage (round up).

10. Spell of Dragon Flames (S-10)

RANGE: 25 feet + 25 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 525

BASE CHANCE: 25%

RESIST: May only be passively resisted (then suffers half damage).

EFFECTS: The caster can designate a single target for this spell who is then struck by the flames if the cast is successful. If the target fails to resist the spell, it does [D + 1] (+ 4 per Rank) damage. If the target resists, the damage is halved (round up).

11. Web of Dragon Flames Spell (S-11)

RANGE: 20 feet + 10 additional/Rank

DURATION: Concentral ion/maximum: 15 minutes + 15 additional/Rank

EXPERIENCE MULTIPLE: 650

BASE CHANCE: 2%

RESIST: May only be passively resisted (then suffers half damage).

EFFECTS: This spell operates in the same manner as the Web of Fire Spell (S-4) except that the flames do [D + 1] (+ 2 per Rank) damage and the web of dragon flame requires 10 damage points in a single Strike to be cut.

12. Storm of Fire Spell (S-12)

RANGE: 20 feet + 20 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 425

BASE CHANCE: 1%

RESIST: May only be passively resisted.

EFFECTS: This spell is similar to the Ball of Fire Spell (S-3) except that the caster throws a group of three fireballs all of which overlap at least one other fireball by one cubic foot.

13. Malignant Flames Spell (S-13)

RANGE: 20 feet + 10 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 550

BASE CHANCE: 1%

RESIST: May be actively & passively resisted.

EFFECTS: Any target of the caster's choice within range is immediately wrapped in flames which are visible only to the victim. The flames do [D-5] (+2 per Rank) damage. In addition, the target is subject to other damage if the spell is Rank 5 or higher. In this case a number of points equal to [D - 3] are removed from one characteristic of the victim. The victim may not regain these points for a number of weeks equal to 4+ Rank of the spell. To determine what characteristic is affected, the victim's player rolls D10 and consults the list of results shown below:

Die	Characteristic
1,2	Physical Strength
3,4	Manual Dexterity
5,6	Agility
7,9	Magical Aptitude
9,10	Willpower

A characteristic may not be reduced below 1 as a result of this spell.

14. Spell of Incineration (S-14)

RANGE: 25 feet + 10 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 500

BASE CHANCE: 2%

RESIST: May be actively and passively resisted.

EFFECTS: If the target fails to resist, it is reduced to a pile of ashes. However, the spell will have no effect on a character whose Willpower is greater than the modified chance of casting the spell (though the spell could still backfire).

15. Spell of Summoning Salamander (S-15)

RANGE: Works at any range

DURATION: Until dispelled

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 15%

RESIST: May not be resisted.

EFFECTS: The caster may summon a salamander which will then attempt to set afire anything flammable that it can reach. The summoner will have no control over the salamander. It may not even be sent away except by dispelling it by casting a Special Knowledge Counterspell over it.

16. Spell of Summoning Efreet (S-16)

RANGE: Works at any range

DURATION: Until dispelled

EXPERIENCE MULTIPLE: 225

BASE CHANCE: 25%

RESIST: May not be resisted.

EFFECTS: The caster may summon an Efreet which will be sympathetic to the summoner as a fellow fire-user and will usually attempt to aid him. If the Efreet does not agree to aid him voluntarily, the Adept may still demand one service in exchange for allowing the Efreet to depart. This service must take the form of a defined task to be performed in a matter of hours or days (though the service may take place in future at some indefinite time). The Efreet will almost always serve the summoner in battle against entities not associated with the College of Fire Magic, but will never assist the summoner in battle against a member of the College of Fire Magic. Even demanding that the Efreet attack a fellow Adept of the College of Fire Magic as his obligatory service to the summoner will not cause the Efreet to change his attitude in this regard.

[42.7] Special Knowledge Rituals

1. Ritual of Summoning and Controlling Fire Elemental (R-1)

The Adept may summon a Fire Elemental and bind him to temporary service by performing this ritual. The ritual takes two hours. It may only be performed if the summoner remains stationary and takes no other action during the time the ritual is being performed. At the end of the two hour ritual, the summoner's player rolls D100. If the resulting number is less than or equal to the summoner's Magical Aptitude (modified), then the Elemental is summoned and controlled. If the result is 30 or more higher than the modified chance of summoning and controlling the Elemental, then the ritual backfires and the Elemental appears, but is uncontrolled and will attack the summoner and his friends. Any other result has no effect. The chance that the ritual will be entirely successful is modified by the addition of the following numbers:

Each Rank that the Adept has achieved in 5
the performance of the ritual

Each point the Adept's Willpower is 1
above 15

A Fire Elemental always appears within 20 feet of the summoner. It has a combined Endurance and Fatigue equal to 15 (+ 15 additional points per Rank of the ritual) and, unless controlled by the summoner will attack and burn until dispelled by a Special Knowledge Counterspell of the College of Fire Magics. Once controlled, the Fire Elemental remains controlled until the summoner's concentration is broken or he chooses to send the Elemental to his own dimension with a Special Knowledge Counterspell of his College. The Experience Multiple for this ritual is 250.

43. THE COLLEGE OF EARTH MAGICS

The College of Earth Magics is concerned with the shaping of the powers of the earth itself and of those entities and things that are rooted in the earth or in contact with it.

There are two distinct branches of this College, and a practitioner of Earth Magic can be a member of only one branch at a time. He may alter his affiliation, but is treated as if he had quit his original branch and lost all knowledge of Earth Magic until such time as he has spent six months in study and meditation to relearn the General Knowledge of the College in a new form. The two divisions of this College are:

1. Pacifistic Earth Magic: Usually practiced by men who live in isolation in the wilderness, this type of Earth Magic is very powerful, but entirely defensive in nature. An adherent of this division of Earth Magic will never attack without provocation (i.e., unless attacked himself or unless he sees animals or plants attacked). He is unaffected by counterspells of his College cast over an area he may occupy while attempting to work the magic of his College. In addition, the counterspells of his College give only half the normal benefit to characters attempting to resist his magic. However, he may never participate in rituals of this College which involve human sacrifice.

2. Druidic Earth Magic: This form of Earth Magic is practiced by strong-minded individuals who have no objection to the taking of human life to further their magic. It is often practiced communally since it is in part ritual magic. Many of the rituals involve courting the darker sides of earth by providing blood to quench its thirst.

[43.1] Practitioners of the College of Earth Magics must always be in contact with the earth to perform magic of this College.

A practitioner of this College is considered in contact with the earth if he is in contact with an item which is, itself, rooted in the earth (tree, plant, foundation of a house, etc.). He would not be in contact with earth if he were in the air or in water where he could not

touch bottom, or if he were atop a piece of furniture or an animal since they are not rooted in the ground. An Adept in a man's arms is not in contact with earth.

[43.2] The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of Earth Magics:

Caster is wearing a sprig of fresh mistletoe	5
Caster is in contact with earth, but beneath water*	- 20
Caster is in a man-made dwelling without an earthen floor	- 5
Caster occupies a place of power **	20

*For example, beneath the ocean, if the caster can find a way of breathing in such a situation, the caster's BC would always be reduced by 20.

** These can be any places frequented by worshipers of earth. Examples from mythology and literature might include: Stonehenge, Finn McCool's Seat, The Hill of Tara, etc. If the Place of Power is used for ritual sacrifice, then a practitioner of Pacifistic Earth Magic would receive no benefit.

These additions to the Base Chance are cumulative. They are added to the modifiers listed in 27.7.

[43.3] Talents

1. Detect Aura (T-1)

Whenever confronted by an object or being whose nature is unknown to him, the Adept's player may tell the GM that he is attempting to detect the Aura of the being or object. The GM rolls D100. If the resulting number is less than or equal to the modified Perception of the Adept, the Aura is detected. The Adept's Perception is subject to modification in the same manner as any Base Chance. This talent may be actively (but not passively) resisted.

In addition to any other modifications, the Adept's Perception is modified by having the following numbers added to it:

For every 10 feet (after the first 10) separating the Adept from the being or object whose Aura he wants to read	1
For each Rank the Adept has with the Detect Aura Talent	5

The results of detection are the same as those given for this Talent in 39.3. The Experience Multiple for this talent is 75.

[43.4] General Knowledge Spells

1. Spell of Converse With Animals (G-1)

RANGE: 10 feet + 10 additional/Rank
DURATION: Concentration/max: 3 hours x Rank (x 1, if unranked)
EXPERIENCE MULTIPLE: 50

BASE CHANCE: 45%
RESIST: May not be resisted.

EFFECTS: The caster may communicate with fauna (whether verbally or symbolically, and to what extent, are left up to the GM's discretion). Physical contact between the animal and the

caster increases the Base Chance of successfully casting this spell by 5.

2. Spell of Converse With Plants (G-2)

RANGE: 10 feet + 10 additional/Rank
DURATION: Concentration/max: 3 hours x Rank (x 1, if unranked)
EXPERIENCE MULTIPLE: 50
BASE CHANCE: 25%
RESIST: MAY NOT BE RESISTED.

EFFECTS: The caster can communicate with flora with which he is familiar. The mode and extent of communication is up to the GM's discretion.

3. Spell of Controlling Animals (G-3)

RANGE: 10 feet + 10 additional/Rank
DURATION: Concentration: no maximum
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 20%

RESIST: May be actively & passively resisted.

EFFECTS: The caster controls the actions of any animal that does not successfully resist. It will serve him so long as he continues to concentrate. If he releases the animal or his concentration is broken, it may attack him or flee. The chance to cast the spell is reduced by 5 if the Adept cannot speak to the animal. If the Adept cannot make eye contact, the Base Chance is reduced another 5. The Spell of Converse With Animals may be used in conjunction with this spell if the animal's language is known.

4. Spell of Blending (G-4)

RANGE: May be cast over self only.
DURATION: 1 hour + 1 additional/Rank
EXPERIENCE MULTIPLE: 50
BASE CHANCE: 60%
RESIST: May not be resisted.

EFFECTS: In order to cast this spell, the subject must remain stationary. If successfully cast, the subject cannot be seen by non-magical means. If, at any time while the spell is in effect the caster moves, the spell is broken.



5. Spell of Walking Unseen (G-5)

RANGE: 1 foot + 1 additional/Rank
DURATION: 1 hour + 1 additional/Rank
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 50%

RESIST: May not be resisted.

EFFECTS: The subject of this spell can move unnoticed, not invisible. Even if someone looks directly at the subject of the spell, he will remain unseen. However, if someone touches the subject of the spell, he is immediately located and the spell is broken.

6. Spell of Healing (G-6)

RANGE: May only be cast over adjacent character.

DURATION: Immediate
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 40%

RESIST: May be actively & passively resisted.

EFFECTS: Through a combination of magic and the application of healing herbs and salves, the caster can cure 3 (+1 per Rank) Damage Points suffered by a character due to disease or injury. The spell takes about 5 minutes to cast.

7. Spell of Detecting Traps and Snares (G-7)

RANGE: 20 feet + 5 additional/Rank
DURATION: D10 minutes +10 additional per Rank
EXPERIENCE MULTIPLE: 75
BASE CHANCE: 60%

RESIST: May not be resisted.

EFFECTS: This spell reduces the Base Chance of being trapped or ambushed while outdoors by 10 (+ 1 additional point per Rank).

8. Spell of Detecting Poisons (G-8)

RANGE: Must be in touch with object or substance

DURATION: Immediate
EXPERIENCE MULTIPLE: 75
BASE CHANCE: 55%

RESIST: May not be resisted.

EFFECTS: The spell requires a wand of either ashwood, ivory or unicorn horn. The caster touches the object or substance in which he suspects poison. The wand will momentarily turn black if poison is; in fact, present.

9. Spell of Lesser Enchantment (G-9)

RANGE: 10 feet + 10 additional/Rank
DURATION: : Ranks 1-10=a fortnight; Ranks 1-19 = 3 months; Rank 20 = spell lasts until dispelled.
EXPERIENCE MULTIPLE: 125
BASE CHANCE: 20%

RESIST: May be actively & passively resisted.

EFFECTS: The target of this spell is either blessed or cursed (caster's choice). The spell increases either the character's luck or misfortune (depending on whether it operates as a blessing or as a curse) by 1 on every dice roll in which the character is directly involved. Note: This spell cannot be cast over oneself.

10. Spell of Herbal Lore (G-10)

RANGE: May be cast over self only
DURATION: Immediate
EXPERIENCE MULTIPLE: 75
BASE CHANCE: 25%

RESIST: May not be resisted.

EFFECTS: The spell gives the caster the ability to recognize herbs of magical significance growing Wild.

11. Spell of Tracking (G-11)

RANGE: May be cast over self only
DURATION: 1 day + 1 additional/Rank
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 15%

RESIST: May not be resisted

EFFECTS: The caster adds 10 (+2 additional/Rank) to his chance of Tracking while outdoors.

[43.5] General Knowledge Rituals

1. Ritual of Summoning Animals (Q-1)

The Adept must spend 1 hour implementing this ritual and may not move or engage in any other activity during that time. If his concentration is broken, the ritual is destroyed and must be abandoned or restarted. At the end of the ritual, the Adept's player rolls D100. If the resulting number is equal to or less than the Adept's Magical Aptitude, then a number of small animals appear equal to the Adept's Rank (1 if the Adept has no Rank with the ritual). The animal the Adept attempts to summon must be a native of the area. Experience Multiple for this ritual is 150. If the Adept chooses to vocalize his summons (assuming he is not attempting to go undetected since the vocalization must be in the form of a shout or call), the Base Chance is increased by 25.

[43.6] Special Knowledge Spells

1. Earth Hammer Spell (S-1)

RANGE: 25 feet + 10 additional/Rank
DURATION: Immediate
EXPERIENCE MULTIPLE: 200
BASE CHANCE: 40%

RESIST: May only be passively resisted.

EFFECTS: The caster conjures a giant maul of stone which hurls itself at a target of the caster's choosing. If the target fails to resist the spell, it takes [D-5] (+ 1 per Rank) damage.

2. Hands of Earth Spell (S-2)

RANGE: 20 feet + 5 additional/Rank
DURATION: 1 hour+ 1 additional/Rank
EXPERIENCE MULTIPLE: 150
BASE CHANCE: 25%

RESIST: May only be passively resisted.

EFFECTS: The spell causes a number of hands of stone equal to the Rank of the caster to materialize out of the ground within range. Each hand is 7 feet tall. Once they appear, they remain stationary. They may clutch anything in their grasp, but may not move from the spot on which they surfaced. A character standing on a spot where a hand materializes will be snatched up and will be unable to move until the spell dissipates.

3. Strength of Stone Spell (S-3)

RANGE: 10 feet
DURATION: 1 hour + 1 additional/Rank
EXPERIENCE MULTIPLE: 200
BASE CHANCE: 20%

RESIST: May not be resisted.

EFFECTS: The target of this spell has his Physical Strength or Fatigue (caster's choice) increased by 1 for each Rank the caster has achieved with the spell. The spell may not be cast over oneself.

4. Armor of Earth Spell (S-4)

RANGE: 10 feet
DURATION: 30 minutes + 30 additional/Rank
EXPERIENCE MULTIPLE: 200
BASE CHANCE: 20%

RESIST: May not be resisted.

EFFECTS: May be cast over one target individual. It reduces the Base Chance of hitting that individual with any physical weapon by 2 for each Rank the caster has achieved with the spell. At Rank 11 and above, it also absorbs 1 Damage Point per Strike.

5. Diamond Weapon Spell (S-5)

RANGE: 5 feet + 5 additional/Rank
DURATION: 20 seconds x (D-5) x Rank (x 1, if unranked)
EXPERIENCE MULTIPLE: 250
BASE CHANCE: 30%

RESIST: May not be resisted.

EFFECTS: This spell is cast over a weapon of the caster's choice. It increases the Base Chance of that weapon hitting a character by 1 per Rank (minimum of 1). Any character attempting to Strike a character who possesses a weapon that has this spell in effect over it, breaks his own weapon on a roll of 94-99 instead of 99.

6. Spell of Gem Creation (S-6)

RANGE: 10 feet
DURATION: 1 day + 1 additional/Rank
EXPERIENCE MULTIPLE: 250
BASE CHANCE: 10%

RESIST: May not be resisted

EFFECTS: Creates one gemstone of random value for each 5 (or fraction) Ranks. The gems dissipate at the end of the spell.

7. Spell of Animal Growth (S-7)

RANGE: 10 feet + 10 additional/Rank
DURATION: 1 day + 1 additional/Rank
EXPERIENCE MULTIPLE: 225
BASE CHANCE: 15%

RESIST: May be actively & passively resisted

EFFECTS: One mammal of the caster's choice is doubled in size. The effects of this radical change are determined by the GM.

8. Spell of Enchanting Plants (S-8)

RANGE: 10 feet +10 additional/Rank
DURATION: 1 day + 1 additional/Rank
EXPERIENCE MULTIPLE: 225
BASE CHANCE: 15%

RESIST: May not be resisted.

EFFECTS: The spell may impart partial mobility to a number of plants (including trees) equal to the caster's Rank. The plants may not uproot themselves, but may move their branches and leaves while remaining in the same spot. The plant's actions are always under the control of the caster so long as he maintains his concentration. If his concentration is broken, voluntarily or otherwise, the plants will be controlled by the GM until the caster reestablishes control and could conceivably attack the caster.

9. Spell of Binding Animals (S-9)

RANGE: 10 feet + 10 additional/Rank

DURATION: Infinite until dispelled

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 10%

RESIST: May be actively & passively resisted.

EFFECTS: This spell is similar to the Spell of Controlling Animals except that the caster does not have to concentrate on it to maintain it. The spell will last until broken by the animal or dispelled by magic. Any animal subject to this spell makes one check per week against its Willpower to determine if the spell is broken.

10. Spell of Conjuring and Controlling Earth Elemental (S-10)

RANGE: 20 feet

DURATION: Concentration: No maximum

EXPERIENCE MULTIPLE: 225 for each portion of spell

BASE CHANCE: 25% / 20%

RESIST: May not be resisted.

EFFECTS: This is a two-part spell. Each part of the spell is learned, ranked and recorded separately, but there is a single procedure and a single Fatigue cost to cast the spell. The caster has a BC of 25% of successfully casting the first part of the spell. If successful, an Earth Elemental with a combined Fatigue and Endurance of 15 +an additional 5 per Rank appears within 20 feet of the caster. The caster must immediately make a second check with a Base Chance of 20% to see if he controls the Elemental. If successful in establishing control over the Elemental, the caster maintains control until his concentration is broken or he banishes the Elemental with a counterspell. If he fails to gain control of the Elemental or gains control, but has his concentration broken, the Elemental will immediately attack him. A caster cannot banish an Elemental he does not control.

11. Spell of Sinking Doom (S-11)

RANGE: 30 feet + 10 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 650

BASE CHANCE: 1%

RESIST: May be actively & passively resisted.

EFFECTS: The spell opens a circular pit under a single human-sized target per each 5 (or fraction) Ranks and sucks the unfortunate standing over it into the bowels of the earth to be burned in molten rock.

12. Wall of Stone Spell (S-12)

RANGE: 20 feet + 10 additional/Rank

DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE MULTIPLE: 150

BASE CHANCE: 10%

RESIST: May not be resisted.

EFFECTS: Creates a 10 foot high x 20 foot long wall of granite or a 10 foot high ring of stone with a 20 foot radius or a pillar of stone 15 feet high and with a 2 foot radius. The caster increases any dimension by 1 foot per Rank. He may not attempt to cast the spell on top of a character.

13. Wall of Iron Spell (S-13)

RANGE: 20 feet + 10 additional/Rank

DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 5%

RESIST: May not be resisted.

EFFECTS: Same as for S-12 (Wall of Stone Spell) except that the caster creates a wall of cold iron.

14. Spell of Tunneling (S-14)

RANGE: 5 feet + 1 additional/Rank

DURATION: 30 seconds + 5 additional/Rank

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 10%

RESIST: May not be resisted.

EFFECTS: The caster creates a circular opening or tunnel 10 feet in diameter and 20 feet deep in a wall, ceiling, floor, ground surface, cliff face, etc. The caster may add 1 foot to either depth or radius per Rank.

15. Trollskin Spell (S-15)

RANGE: 10 feet

DURATION: 1 minute + 10 additional seconds/2 Ranks (or fraction)

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 20%

RESIST: May not be resisted.

EFFECTS: The spell allows the subject to regenerate Endurance Points removed as a result of damage incurred in combat. The target begins to regenerate 30 seconds after a wound is inflicted and continues to regenerate at the rate of 1 Endurance Point every 10 seconds for the duration of the spell. The spell will not help regenerate wounds inflicted by acid or fire.

16. Spell of Smoking Magma (S-16)

RANGE: 25 feet + 5 additional/Rank

DURATION: 10 seconds + 10 additional/Rank

EXPERIENCE MULTIPLE: 300

BASE CHANCE: 7%

RESIST: May only be passively resisted (then does half damage).

EFFECTS: The caster creates a pool of molten rock which wells up from underground. The pool has a radius of 5 feet (+ 1 additional foot per Rank). Any character within the area covered by the pool suffers damage of [D - 5] + 1 per Rank. If the character successfully resists, this damage is halved.

17. Spell of Diamond Javelins (S-17)

RANGE: 30 feet + 10 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 300

BASE CHANCE: 20%

RESIST: May not be resisted.

EFFECTS: The spell causes diamond-tipped javelins to fly from the earth at the caster's feet and travel toward a target(s) of the caster's choice. The number of javelins appearing is always 1 + 1 additional javelin for every 2 (or fraction) Ranks of the spell. The javelins have a Base Chance equal to the Base Chance of ordinary javelins of hitting their target + 3 per Rank of the spell. Each javelin does [D - 4] (+ 1 per every 2 or fraction Ranks) damage.

18. Spell of Earth Transformation (S-18)

RANGE: 10 feet + 10 additional/Rank

DURATION: 3 hours + 1 additional/Rank

EXPERIENCE MULTIPLE: 400

BASE CHANCE: 10%

RESIST: May only be passively resisted.

EFFECTS: This spell turns 3 cubic feet of stone into mud or vice versa. The caster may add one cubic foot to this figure per Rank. A character standing on a spot containing a mudpuddle that is turned to stone has an opportunity to passively resist the effects of the spell. If he fails to resist, he will become trapped in the stone that has taken the place of the mud he was standing in. If he resists, the mud turns to stone, but he is not trapped.

[43.7] Special Knowledge Rituals

1. Ritual of Binding Earth (R-1)

This ritual takes one hour to perform and involves the ritual sacrifice of a human (or humanoid) being. At the end of the ritual, the Adept's player rolls D100. If the resulting number is equal to or less than the Base Chance to employ the ritual successfully, the Adept gains complete control over a 500 pound weight of earth and stone (plus an additional 500 pound weight per Rank). He can shape or move the earth, change its consistency or instill intelligence in it at his option. The Base Chance to successfully employ this ritual is 10%. It can affect any earth or stone within 10 feet (plus 10 per Rank) of the Adept. It cannot be resisted. Once cast, it lasts for 1 hour plus an additional hour for each Rank or until the Adept's concentration is broken. The Experience Multiple for this ritual is 500.

44. THE COLLEGE OF CELESTIAL MAGICS

The College of Celestial Magics is concerned with the practice of those magic arts having to do with shadow, night, and stars. There are three distinct divisions of the College of Celestial Magics. They are:

1. The Star Mages: Dealing with heavenly bodies;
2. The Dark Mages: Dealing with night and darkness.
3. The Shadow Weavers: Dealing with the power of light and shadow.

All members of the College of Celestial Magics must be associated with one of these three divisions and may change divisions only by forsaking their present division, losing all of their current magical knowledge and entering a monastery for 6 months of meditation and training in the new divisions of their College.

Man's natural fear of the power of darkness gives this College special power. Consequently, in addition to the other information included under this College, 44.8 contains the Fright Table which must be rolled on as a result of certain spells.

[44.1] Adepts of the College of Celestial Magics may practice their arts without restriction.

[44.2] The Base Chance of performing any talent, spell or ritual of the College of Celestial Magics is modified by the addition of the following numbers:

If adept is a Star Mage and:

It is full daylight	-20
It is a starless night	- 5
It is a night of the new moon	15
It is a night of the full moon	5

If adept is a Dark Mage and:

It is a day with bright sunlight	-25
It is a day with an overcast	-20
It is twilight	5
It is a moonlit night	-5
It is a cloudy night or a night of the new moon	10
He is in total darkness except for artificial light*	15
He is in total darkness (not even torches present)*	25

If adept is a Shadow Weaver and:

Is standing in bright sunlight	20
Is standing in medium sunlight (late afternoon)	10
Is standing in direct rays of setting Sun	5
It is twilight	10
It is full night	5
Is standing in total darkness (no light, including torches)	-10
Is standing in light shadow	5
Is standing within 5 feet of deep shadow	5
Is standing in deep shadow	15

*Total Darkness can only be achieved naturally if the adept is underground. Artificial light is light not cast by the sun or its reflection off of other heavenly bodies or by the stars.

[44.3] Talents**1. Speak to Shadow Creatures (T-1)**

The adept can speak to all shadow creatures and most nocturnal animals within 10 feet (+ 10 additional feet per Rank). The communication may be verbal in some cases, but will usually employ a combination of telepathic contact, sign language, and a few verbal symbols at the lowest Ranks. The Experience Multiple for this talent is 50.

2. Night Vision (T-2)

The Adept has the ability to see in the dark with the same vision (near perfect) as a cat. However, everything will appear monochromatic and somewhat distorted (geometrical). The higher the Rank, the less distorted the vision will be. The Experience Multiple for this talent is 100.

3. Detect Aura (T-3)

This talent is identical in all ways to the talent of the same name of the College of Naming Incantations (see 39.3, T-1, p.4a)

[44.4] General Knowledge Spells**1. Spell of Blending (G-1)**

RANGE: May be cast over self only
DURATION: 1 hour + 1 additional/Rank
EXPERIENCE MULTIPLE: 50
BASE CHANCE: 60%

RESIST: May not be resisted.

EFFECTS: Same as for the spell of the same name of the College of Earth Magics (see 43.4, G-4, p.52).

2. Spell of Light (G-2)

RANGE: 15 feet + 15 additional/Rank
DURATION: 15 minutes X [D-5] x Rank (x 1, if unranked)

EXPERIENCE MULTIPLE: 75

BASE CHANCE: 50%

RESIST: May not be resisted.

EFFECTS: One 10-foot cube may be brightly lighted as described in the spell of the same name (G-4, p. 45) of the College of Fire Magics.

3. Spell of Darkness (G-3)

RANGE: 15 feet + 15 additional/Rank

DURATION: 15 minutes X Rank

(x 1, if unranked)

EXPERIENCE MULTIPLE: 75

BASE CHANCE: 50%

RESIST: May not be resisted.

EFFECTS: The Adept creates a volume of darkness (1000 cubic feet) of any shape he desires. At Ranks 1-5, the spell creates darkness equal to a cloudy night. At 6-10, it creates darkness equal to a sealed room. At Ranks 11 and up, it creates absolute blackness that no non-magical light source (including torches) can penetrate. The volume of darkness created may be increased by 500 cubic feet per Rank.

4. Spell of Shadow Form (G-4)

RANGE: 15 feet + 1 additional/Rank

DURATION: 30 minutes + 30 additional/Rank

EXPERIENCE MULTIPLE: 150

BASE CHANCE: 10%

RESIST: May not be resisted.

EFFECTS: The target of the spell is enveloped in a confusing pattern of shadows. Any attempt to hit the target while the spell is in effect will have 2 (+ 2 per Rank) subtracted from the Strike Chance. This subtraction applies only to physical weapons, not magic.

5. Wall of Starlight Spell (G-5)

RANGE: 15 feet + 15 additional/Rank

DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE MULTIPLE: 150

BASE CHANCE: 15%

RESIST: May not be resisted.

EFFECTS: Creates a 10-foot high 1 foot thick Wall of Light 20 feet long or a 10 foot high, 1 foot thick Ring of Light with a 5 foot radius, or a pillar of starlight 5 feet thick by 15 feet high. The Adept can increase any dimension by 1 foot per Rank. The spell may not be cast on top of other entities. Shadow and darkness-aligned creatures (including Dark Mages and Shadow Weavers) suffer [D - 5] (+ 1 per Rank) damage if they come in contact with the wall. Any entity damaged by the spell must roll on the Fright Table (see 44.8).

6. Wall of Darkness Spell (G-6)

RANGE: 15 feet + 15 additional/Rank

DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 20%

RESIST: May not be resisted.

EFFECTS: Works the same as the Wall of Starlight except that light aligned creatures

(including Star Mages) suffer damage due to contact with it.

7. Witchesight Spell (G-7)

RANGE: 15 feet + 15 additional/Rank

DURATION: 30 minutes + 30 additional/Rank

EXPERIENCE MULTIPLE: 150

BASE CHANCE: 15%

RESIST: May not be resisted.

EFFECTS: This spell gives any one target of the adept's choice the ability to see normally invisible entities or objects or those which have been rendered invisible by magic (i.e., via the spells of Blending, Walking Unseen, and invisibility). It also gives the target the night vision of an Elf.

8. Strength of Darkness Spell (G-B)

RANGE: 15 feet

DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 15%

RESIST: May not be resisted.

EFFECTS: The target's Physical Strength is increased by 1 (+ 1 for every 2 or fraction of 2 Ranks) for the duration of the spell. This spell may only be cast by Dark Magics who are not exposed to natural light (only torches or magical light).

9. Spell of Walking Unseen (G-9)

RANGE: 1 foot + 1 additional/Rank

DURATION: 1 hour + 1 additional/Rank

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 50%

RESIST: May not be resisted.

EFFECTS: The target may move unnoticed (not invisible) even if individuals are staring directly at him. If, however, he touches or is touched by an entity (or something worn or held by the entity), the spell is immediately broken and he is seen.

[44.5] General Knowledge Rituals**1. Ritual of Reading the Stars (Q-1)**

The Adept may, by remaining in one place and taking no other action except performing this ritual, read something of the future in the stars. He must occupy a vantage point where he has a clear view of the sky (not indoors or in a hollow), and it must be a clear night. The ritual may not be performed during the day or during an overcast. It takes 1 hour to perform. The Base Chance of success is equal to the Adept's Magical Aptitude + 4 per Rank. The Experience Multiple is 150. The GM provides all answers writ in the stars in the form of generalized statements that can be as accurate or misleading as the GM feels appropriate.

2. Ritual of Summoning and Binding Shadow Creatures (Q-2)

The Adept may summon and bind 1 creature of night and shadow (+ 1 for every 5 or fraction of 5 Ranks). The Base Chance of the ritual being effective is 20o7o (+4 per Rank). Any shadow creature called must be native to the area. If the ritual succeeds, the creature will arrive in a state of being bound to the will of the Adept. If it backfires, the creature will arrive and attack the Adept. If merely unsuccessful, the creature will not arrive at all. Bound creatures will serve the

Adept so long as he continues to concentrate on controlling them (no maximum length of time) or until released by the Adept. If his concentration is broken, the Adept will be attacked. If he simply releases the creatures, they will flee his presence. The Experience Multiple for this ritual is 200. Creatures of night and shadow include nocturnal animals and lesser undead, for purposes of this spell.

[44.6] Special Knowledge Spells

1. Spell of Healing (S-1)

RANGE: May only be cast over self

DURATION: Immediate

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 40%

RESIST: May not be resisted.

EFFECTS: Cures 1 point of Endurance or Fatigue (+ 1 for every 2 or fraction of 2 Ranks).

2. Spell of Creating Shadow-Starsword (S-2)

RANGE: 15 feet + 5 additional/Rank

DURATION: 20 seconds x [D - 5] x Rank (x 1, if unranked)

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 30%

RESIST: May not be resisted.

EFFECTS: Only Star Mages may create a Starsword, and only Dark Mages or Shadow Weavers may create a Shadow Sword. Any sword within range may have this type of spell cast over it. The sword will then have 1 (+ 1 per Rank) added to its Base Chance and 1 (+ 1 for every 3 or fraction of 3 Ranks) added to the damage it will do whenever it is used against a creature of opposite alignment. Starswords do extra damage to creatures of night and shadow and shadowwords do extra damage to all other creatures.

3. Starfire Spell (S-3)

RANGE: 30 feet + 15 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 35%

RESIST: May be actively & passively resisted.

EFFECTS: The Adept casts a bolt of staff fire at any one target within range. The first entity or object the bolt hits along its flight path suffers [D - 4] (+ 1 per Rank) damage unless they resist.

4. Meteor Spell (S-4)

RANGE: 60 feet + 15 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 10%

RESIST: May only be passively resisted.

EFFECTS: The Adept calls down from the heavens a meteor with a 25 foot diameter which crashes into an area within range, doing [D - 4] (+ 1 per Rank) damage to all entities within the impact area who fail to resist. The meteor must be targeted to hit a specific hex and takes 2 minutes to arrive (- 10 seconds per Rank). Only Dark Mages and Star Mages may use this spell.

5. Shadow Wings Spell (8-5)

RANGE: 10 feet + 10 additional/Rank

DURATION: 30 minutes + 30 additional/Rank

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 25%

RESIST: May not be resisted.

EFFECTS: The caster creates great batwings of darkness on himself or any single character within range. These wings will bear the target through the sky wherever he desires at a rate of 30 miles per hour (+ 1 mile an hour per Rank). This spell may only be cast by Shadow Weavers and Dark Mages.

6. Web of Starlight Spell (S-6)

RANGE: 30 feet + 15 additional/Rank

DURATION: Concentration/maximum of 15

minutes + 15 additional/Rank

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 25%

RESIST: May only be passively resisted

(which may halve damage).

EFFECTS: This spell operates in the same manner as the Web of Fire (8-4, p.50) of the College of Fire Magics except that it affects only creatures of night and shadow who must, if damaged, roll on the Fright Table. It may only be cast by Star Mages. Entities that are not creatures of night and shadow may ignore the web entirely. See 42.6 for details.

7. Web of Blackness Spell (8-7)

This spell is identical in all ways to **S-6** above except that it affects only creatures of light and may only be cast by a Dark Mage or a Shadow Weaver.

8. Meteor Swarm Spell (8-8)

RANGE: 75 feet + 15 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 500

BASE CHANCE: 1%

RESIST: May only be passively resisted.

EFFECTS: This spell has the same effect as **S-4** (Meteor Spell) except that 3 meteors are summoned. At least one cubic foot of each meteor must overlap with one cubic foot of another meteor. The meteors will arrive in 5 minutes (- 20 seconds per Rank). Only Star Mages may cast this spell.

9. Dwarf Star Spell (8-9)

RANGE: 60 feet + 15 additional/Rank

DURATION: Concentration/maximum of 1

minute + 1 additional/Rank

EXPERIENCE MULTIPLE: 450

BASE CHANCE: 20%

RESIST: May be actively & passively resisted.

EFFECTS: The spell causes one target of the Adept's choice which is within range to suffer the effects of an increase in the force of gravity of 1 gravity (+ 1 additional gravity per Rank) unless the target resists.

10. Black Fire Spell {8-10}

RANGE: 30 feet + 15 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 350

BASE CHANCE: 2%

RESIST: May only be passively resisted.

EFFECTS: The Adept throws from his fingertips a column of black flames 30 feet long and

5 feet wide. He may increase the length or width by 1 foot per Rank. All targets occupying hexes through which the fire passes must resist or suffer [D - 4] (+ 1 per Rank) damage and must roll on the Fright Table. The Base Chance of infection is increased by 20 if a character suffers damage from this spell.

11. Spell of Shadow Walking 18-11)

RANGE: May only be cast over self

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 550

BASE CHANCE: 1%

RESIST: May not be resisted.

EFFECTS: The Adept may cause himself to be instantly transported from one spot which is in shadow to another spot which is within shadow. The destination must be in sight or must have been carefully observed beforehand. The destination may also be up to 5 miles (+ 1 additional mile per Rank) from the spot the Adept currently occupies. Only Shadow Weavers may use this spell.

12. Spell of Whitefire 1S-12)

RANGE: 30 feet + 15 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 500

BASE CHANCE: 1%

RESIST: May be actively & passively resisted.

EFFECTS: This spell is cast at a single target of the Adept's choice that is within range. The target must resist or it will be flash fried. The target's Willpower must be less than the modified chance of casting the spell or it will have no effect upon him, though it may backfire.

13. Spell of Fear 18-131

RANGE: 15 feet + 15 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 350

BASE CHANCE: 20%

RESIST: May be actively & passively resisted.

EFFECTS: One target of the Adept's choice that is within range is seized by almost uncontrollable fear. The target's player must, if the target fails to resist, roll on the Fright Table to determine the result of the spell (see 44.8, p.57).

[44.7] Special Knowledge Rituals

1. Ritual of Conjuring and Controlling Dark Sphere(R-1)

The Adept may summon and control an inky black sphere from another dimension. The Adept must spend one hour performing the ritual and may not move or perform any other activity during that time. At the end of the ritual, the Adept's player performs a Cast Check. The Base Chance for this ritual being successful is 1% + 3 per Rank. If the ritual is successful the sphere will appear within 15 feet of the Adept and will continue to be directed by the Adept (moving at a TMR of 9) so long as he concentrates on it (maximum of 5 minutes + 5 minutes per Rank). Once he stops concentrating, the sphere will immediately return to its own dimension. If the Adept fails to conjure the sphere, nothing at all happens. If a backfire results, the sphere appears and moves randomly about. Anything which comes in contact with the Dark Sphere and fails

Sphere and fails to resist is immediately disintegrated. Anything that resists, simply suffers D10 damage for each contact and is thrown to the ground by the shock of contact. The Experience Multiple for this ritual is 450.

[44.8] Fright Table
(see below)

45. THE COLLEGE OF NECROMANTIC CONJURATIONS

The College of Necromantic Conjurations is concerned with the processes of life, death, decay, and putrefication.

[45.1] Adepts of the College of Necromantic Conjurations may practice their arts without restriction.

[45.2] The Base Chance of performing any talent, spell, or ritual of the College of Necromantic Conjurations is modified by the addition of the following numbers:

It is a High Holiday of the "Powers of Light"*	-10
It is a High Holiday of the College of Necromantic Conjurations†	20
It is the stroke of midnight on the night of one of the High Holidays of the College of Necromantic Conjurations‡	30

*This modifier may include any holidays of the GM's invention that are dedicated to the "Powers of Light." However, all such holidays are presumed to be known to all characters and must, therefore, be announced by the CM well in advance of the application of this modifier.

†The College of Necromantic Conjurations recognizes one principle High Holiday: Walpurgisnacht. The GM may create other High Holidays as he sees fit (see note above).

‡This modifier is applied to any spell loosed at the stroke of midnight or to any ritual which is completed on the stroke of midnight. This modifier is applied instead of (not in addition to) the +20 modifier for working the magic of this College on a High Holiday of the College. Otherwise, all modifiers are cumulative.

[45.3] Talents

1. Ask The Dead (T-1)

The Adept may, whenever he occupies the place in which an entity has died, communicate with the spirit of the entity if the Adept could have communicated with the entity while it was alive (knew its language, etc.) and is aware that the place he occupies was the site of the entity's death. Only questions that can be answered with a simple yes or no will be answered, and the dead can only provide knowledge of events which transpired while they were alive. There is a Base Chance of 20% (+4 per Rank) that the dead will resist

pond to the questions of the Adept. Once the dead initially respond, they will continue to answer all questions automatically until dismissed. This talent does not allow the Adept to communicate with the undead, only to summon the dead from the spirit world and speak with them. It has an Experience Multiple of 150.

[45.4] General Knowledge Spells

1. Spell of Conjuring Darkness (G-1)

RANGE: 15 feet+ 15 additional/Rank
DURATION: 15 minutes+ 15 additional/Rank
EXPERIENCE MULTIPLE: 75
BASE CHANCE: 50%
RESIST: May not be resisted.

EFFECTS: The Adept creates a volume of darkness of variable intensity of 500 cubic feet (+500 additional cubic feet per Rank). At Ranks 1-5, the darkness is equal to that found on a cloudy night; at Ranks 6-10, to that found on an overcast moonless night; at Ranks 11 and above, to that of a sealed room with no light source.

2. Spell of Putrescence (G-2)

RANGE: 15 feet+ 15 additional/Rank
DURATION: Immediate
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 50%

RESIST: May not be resisted.
EFFECTS: The Adept may, by casting this spell, spoil enough food to generously feed 1 person (+1 additional person per Rank). The food will thereafter be inedible.

3. Spell of Obscurement (G-3)

Range: 15 feet+ 15 additional/Rank

DURATION: 10 minutes+ 10 additional/Rank
EXPERIENCE MULTIPLE: 200

BASE CHANCE: 30%

RESIST: May only be passively resisted.

EFFECTS: The Adept creates a 5-foot cube of oily black smoke (+1 foot to each dimension per Rank). The vision of all entities except the Adept is reduced to 5 feet. The Adept's sight is unaffected, and any character who successfully resists is unaffected.

4. Fire and Brimstone Spell (G-4)

RANGE: 15 feet+ 15 additional/Rank
DURATION: Immediate (during Pulse)
EXPERIENCE MULTIPLE: 250
BASE CHANCE: 20%

RESIST: May be actively & passively resisted.
EFFECTS: The Adept may cast a bolt of sulphurous flame at a single target. If the target fails to resist, it takes [D-4] (+1 per Rank) damage. The Base Chance of infection is increased by 20 as a result of damage inflicted by this spell.

5. Spell of Heating Metal (G-5)

RANGE: 15 feet+ 15 additional/Rank
DURATION: 20 seconds+ 10 additional/Rank
EXPERIENCE MULTIPLE: 250
BASE CHANCE: 20%

RESIST: May not be resisted.
EFFECTS: The Adept can cause up to 1 cubic foot of metal (+1 additional cubic foot per Rank) to become hot, increasing its temperature by 5°+5° per Rank.

6. Spell of Harming Entity (G-6)

RANGE: 15 feet+ 15 additional/Rank
DURATION: 10 seconds+ 10 additional/Rank

[44.8] FRIGHT TABLE

Dice Result

01-20 Target is wary and suffers a subtraction of 5 from all Strike Chances for remainder of Pulse.

21-25 Target flies into a berserk rage and immediately attempts to attack (within the limits of movement) the object of his rage (the Adept or manifestation that brought about the fear). He will Charge if possible and attempt to Grapple. All Strike Checks against him are increased by 10 and all Strike Checks which he makes are increased by 10.

26-76 Target flees as rapidly as possible away from the source of his terror.
77 on Character is immobilized as if stunned and adds 5 to all subsequent rolls on the Fright Table this day.

91-96 Target becomes hysterical and will continue to stand in place and scream until snapped out of it (GM determines how this occurs). Add 15 to subsequent rolls on the Fright Table this day.

96-100 Target's hair turns white as he becomes totally catatonic (as if stunned). Add 15 to subsequent rolls on the Fright Table this day.

101-106 Target faints dead away (collapsing to the ground). He remains unconscious for [D+6] minutes. Add 10 to all subsequent rolls on the Fright Table this day.

107-110 Target suffers a heart attack. The result is the same as for 101-106 except that the target may not move about under his own power for the remainder of the day and suffers a decrease of 2 in all characteristics until he has spent one month resting in bed.

111+ Target suffers a heart attack and must have medical attention (cardiovascular resuscitation) within one minute (12 Pulses of combat) or die. If he does survive, all subsequent rolls on the Fright Table are increased by 20 this day.

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 20%

RESIST: May be actively & passively resisted.

EFFECTS: The Adept may cast this spell at any one target within range. If the target fails to resist, he will be in intense agony for the duration of the spell and must check to see if his concentration is broken. His Strike Chance is reduced by 10 for the duration of the spell. He suffers no Damage Points as a result of the spell.

7. Spell of Noxious Vapors (G-7)

RANGE: 15 feet+ 15 additional/Rank

DURATION: 10 seconds x [D-5] x Rank (x 1, if unranked)

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 10%

RESIST: May only be passively resisted.

EFFECTS: The Adept creates a cloud of foul yellow vapor which will affect all characters (including the Adept) who are caught within it. The cloud covers the entire area within range of the Adept. At Ranks 0-5, it reduces each character's range of vision by 10 feet. At Ranks 6-10, it causes a light sleep lasting until the spell ends or the sleeper is awakened. At Ranks 11-20, there is a 20Vo chance that any character who fails to resist will contract consumption.

8. Spell of Warping Wood (G-8)

RANGE: 15 feet+ 15 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 30%

RESIST: May not be resisted.

EFFECTS: The Adept may twist a 2" x 2" x 1' area of a piece of wood into any shape of his choosing. He may add 1" to any dimension per Rank.

9. Ram of Force Spell (G-9)

RANGE: 5 feet + 5 additional/Rank

DURATION: Until task is completed

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 25%

RESIST: May be actively & passively resisted.

EFFECTS: Creates a 15'x 15' x 15' "column of force" that will follow the Adept's command to execute one specific task ("smash through that locked door", for example) and then will dissipate. Will do [D-5] damage per 10 second exposure to flesh which cannot be pushed out of the way due to a wall or other unyielding surface. It will slowly push metal aside, but will be halted by stone.

10. Spell of Vapor Breathing (G-10)

RANGE: May only be cast over self

DURATION: 30 seconds + 15 additional/Rank

EXPERIENCE MULTIPLE: 150

BASE CHANCE: 30%

RESIST: May not be resisted.

EFFECTS: The spell permits the Adept to breathe any atmosphere that contains sufficient oxygen to keep him alive, filtering out other substances. This spell does not permit the Adept to breathe underwater.

[45.5] General Knowledge Rituals

1. Ritual of Summoning and Binding Lesser Undead (Q-1)

The Adept may use this ritual to summon and bind the Lesser Undead if he remains stationary within a Pentacle (see 47, The College of Greater Summonings) drawn in or near an area where Lesser Undead may habitually be found (near tombs, graveyards, barrows, etc.). The Adept and his companions must remain within the Circle of Protection during the entire course of the ritual. They may take no other action while the ritual is taking place. This ritual lasts two hours. At the end of that time, the Adept's player rolls D100. If the resulting number is equal to or less than the Adept's Magical Aptitude, the ritual succeeds. The Adept's Magical Aptitude is modified in the same manner as any Base Chance of performing a ritual. In addition, 3 per Rank is added to the Adept's Magical Aptitude. If the Adept's player rolls a number 40 or more greater than the Modified Chance for this ritual to be effective, the ritual backfires and the appropriate number of undead appear unbound within the Circle of Protection and can attack the Adept and companions. The spell summons 1 (+1 per Rank) Lesser Undead and (unless it backfires) subjects them to the will of the summoner for as long as his concentration lasts (one week maximum). Once the Adept's concentration is broken or he releases the undead, they may attack him and his companions. If the ritual backfires or concentration is broken, the Lesser Undead will attempt to attack the summoner if possible. The Experience Multiple for this ritual is 250. Undead summoned successfully (i.e., not as a result of a backfire) will appear within 20 feet of the summoner's Pentacle.

2. Ritual of Converse With The Dead <Q-2>

The Adept may converse with a dead entity if he occupies the place the entity died or was buried and calls forth the dead spirit using this ritual. The ritual takes an hour to perform and must be cast in a Pentacle. The Adept must have known of the death (by witness, hearsay, or reading) in order to summon the dead spirit. He need not have known or encountered the entity before. He must understand a language spoken by the entity. The Adept's player rolls D100 at the end of the ritual and if the result is equal to the Base Chance of performing the ritual, the spirit of the deceased appears and will answer three questions. Each question will be answered with a riddle or puzzle. The Base Chance of this ritual being effective is equal to the Adept's Magical Aptitude (+4 per Rank). The dead disappear whenever any character who is not within the Pentacle occupies the same general area. The Experience Multiple for this ritual is 400. The GM creates all riddles and puzzles in answer to the Adept's questions. Undead may not be summoned or conversed with using this ritual.

[45.6] Special Knowledge Spells

1. Spell of Causing Wounds (S-1)

RANGE: 15 feet + 5 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 35%

RESIST: May be actively & passively resisted.

EFFECTS: The Adept may cause [D— 4] (+1 per Rank) damage as a result of wounds to one target within range unless that target successfully resists. If the target suffers any effective damage he suffers an increase of 10 to the BC of infection as a result of his injuries.

2. Wall of Force Spell (S-2)

RANGE: 15 feet+ 15 additional/Rank

DURATION: Concentration/maximum of 15 minutes + 1 additional/Rank

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 30%

RESIST: May only be passively resisted.

EFFECTS: The Adept creates a 1" thick Wall of Force which is 10 feet high and 20 feet long or a 1" thick, 10 foot high Ring of Force with a radius of 5 feet. The Adept can increase the height or length by 1 foot (or radius by 3 inches) per Rank. Any entity coming in contact with the Wall of Force will either successfully resist or be thrown back (fall Prone) and suffer [D-5] (+1 per Rank) damage.

3. Wall of Bones Spell (S-3)

RANGE: 15 feet+ 15 additional/Rank

DURATION: 30 minutes + 30 additional/Rank

EXPERIENCE MULTIPLE: 150

BASE CHANCE: 30%

RESIST: May only be passively resisted.

EFFECTS: The Adept conjures a wall of interlaced bones 1 foot thick, 10 feet high, and 20 feet long or a circle of bones 1 foot thick, 10 feet high and with a 5 foot radius. The Adept may increase the height and thickness by 1 foot and the radius by 3 inches per Rank. An entity coming in sight of the wall must either successfully resist or roll on the Fright Table (see 44.8). The wall can suffer 100 points of damage and then turns to dust. Bright sunlight inflicts 20 points per Pulse on the wall.

4. Spell of Fear (S-4)

RANGE: 15 feet+ 15 additional/Rank

DURATION: Concentration/maximum of 15 minutes+15 additional/Rank

EXPERIENCE MULTIPLE: 350

BASE CHANCE: 20%

RESIST: May only be passively resisted.

EFFECTS: The spell has the same effect as the spell of the same name (**S-13, p.56**) of the College of Celestial Magics.

5. Mass Fear Spell (S-5)

RANGE: 30 feet + 15 additional/Rank

DURATION: 30 seconds + 10 additional/Rank

EXPERIENCE MULTIPLE: 400

BASE CHANCE: 10%

RESIST: May only be passively resisted.

EFFECTS: The spell has the same effects as the Spell of Fear (**S-13, p.56**) of the College of Celestial Magics except that all characters within range except the Adept must resist or roll on the Fright Table.

6. Spell of Scarring Terrain (S-6)

RANGE: 15 feet+ 15 additional/Rank

DURATION: 1 year+ 1 additional/Rank

EXPERIENCE MULTIPLE: 300

BASE CHANCE: 20%

RESIST: May not be resisted.

EFFECTS: The Adept causes terrible ruin by burning out an area of ground equal to 25 square feet (+ 25 additional square feet per Rank). The ground will be so damaged that it will be unable to support any flora for the duration of the spell. Though the spell will immediately whither any flora in the area it effects, fauna will be unaffected.

7. Spell of Animation of the Dead (S-7)

RAHCE: 30 feet+ 15 additional/Rank

DURATION: 3 hours + 30 additional minutes/Rank

EXPERIENCE MULTIPLE: 300

BASECHANCE: 20%

RESIST: May not be resisted.

EFFECTS: The Adept animates 3 (+1 per Rank) corpses within range. They will serve the Adept in all ways. If the corpses are recently dead, they will be zombies. If they have been dead for more than a month, they will be partially devoid of skin and will be treated as skeletons for purposes of this spell.

8. Wraithcloak Spell (S-8)

RANGE: 15 feet+ 1 additional/Rank

DURATION: 30 minutes + 30 additional/Rank

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 15%

RESIST: May not be resisted.

EFFECTS: The Adept causes the target to appear less corporeal and to be harder to hit.

The chance of successfully Striking the target of the spell is reduced by 1 (+1 per Rank) for the duration of the spell. In addition, the target's stealth is increased by 10.

9. Shadowed Weapon Spell (S-9)

RANGE: 5 feet + 5 additional/Rank

DURATION: 20 seconds x [D-5] x Rank (x 1, if unranked)

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 15%

RESIST: May not be resisted.

EFFECTS: The Adept may increase the usefulness of any weapon within range. The affected weapon has its Base Chance increased by 1 (+1 per Rank) and the damage increased by 1 for every 3 or fraction of 3 Ranks. At Rank 6 or above, the Adept can create a sword entirely of darkness which will operate in the same manner as a normal sword of its type (broadsword, tulwar, etc.) which has had a Shadowed Weapon Spell of the appropriate Rank cast over it.

10. Hand of Death Spell (S-10)

RANGE: 15 feet+15 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 500

BASE CHANCE: 5%

RESIST: May only be passively resisted.

EFFECTS: The Adept causes any single target to sense the Adept's hand squeezing his heart or similar organ to a pulp. Even if the character resists, the sensation will remain and will break the character's concentration and subtract 10 from the character's Base Chance of hitting another character or successfully performing magic. If the character fails to resist, he suffers [D + 1] damage that Pulse and each succeeding Pulse that the

spell remains in effect and he fails to resist. The spell remains in effect so long as the Adept expends 2 Fatigue and implements a Pass Action each Pulse. During this time, the Adept must make visible squeezing motions with his hand to simulate the squeezing of the victim's organs. The Adept need not recast the spell once he successfully looses it at his victim. Even if the victim resists, the spell will continue to operate so long as the Adept continues to make squeezing motions.

11. Hellfire Spell (S-11)

RANGE: 15 feet+ 15 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 315

BASE CHANCE: 1%

RESIST: May only be passively resisted (then suffers half damage).

EFFECTS: This spell operates in the same manner as the Spell of Hellfire (S-9, p.51) of the College of Fire.

12. Spell of Life Draining (S-12)

RANGE: Adept must touch target.

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 400

BASE CHANCE: 15%

RESIST: May be actively & passively resisted.

EFFECTS: The Adept drains 1 (+1 per Rank) Fatigue from the target if the target fails to resist. The Fatigue may be used to repair the Adept's own Fatigue or Endurance or to increase his Physical Strength for the remainder of the Pulse on a one for one basis.

If the target has no Fatigue remaining, the Adept may drain from Endurance instead. He may not drain from both Fatigue and Endurance in the same Pulse.

13. Spell of Agony (S-13)

RANGE: 30 feet+15 additional/Rank

DURATION: 10 seconds+ 10 additional/Rank

EXPERIENCE MULTIPLE: 350

BASE CHANCE: 10%

RESIST: May be actively & passively resisted.

EFFECTS: The spell causes all entities in the affected area except the Adept to suffer extreme agony. No character who does not resist may take any Action except to Pass. Characters who successfully resist reduce all Strike Chances by 30 and take twice as long to perform any Action.

14. Phantasm Spell (S-14)

RANGE: Works at any range

DURATION: Concentration/no maximum

EXPERIENCE MULTIPLE: 400

BASE CHANCE: 5%

RESIST: May not be resisted.

EFFECTS: This spell is the same as the spell of the same name (S-3) of the College of Sorceries of the Mind

(Q-1) except that the Base Chance is always half (round down) the Adept's Magical Aptitude and the Experience Multiple is 350.

The ritual summons Greater Undead and must be performed in or near an area frequented by them (barrows, churchyards, or abandoned dwellings).

2. Ritual of Life Prolonging (R-2)

The Adept may prolong his life, remaining unchanged and unaged for the duration of the effects of this ritual. Once the effects of the ritual wear off, the Adept will begin to age at the rate of 1 year per minute until he reaches the proper biological age to match his chronological age. The Adept must remain stationary and may take no other action while performing the ritual. At the end of the ritual, the Adept's Player rolls D100. If the result is less than or equal to the Base Chance (5 % + 5 per Rank), the ritual is effective. If the ritual backfires, the Adept will increase his age instead of decrease it or keep it unchanged. Normally, the ritual's effects last for 2 years (+2 additional years per Rank), but at Rank 10 and above, the Adept can immediately upon the ritual being completed reduce his biological age by up to 2 years (+ 2 years per Rank) instead of (not in addition to) halting aging. Any backfire reverses the anticipated effect (accelerating aging). The Experience Multiple for this ritual is 350. The ritual takes 8 hours.

3. Ritual of Becoming Undead (R-3)

The Adept may become an undead by employing this ritual. Once he joins the ranks of the undead, he may not reverse the effect. The Adept must draw a Circle of Protection and a Pentacle (see College of Greater Summoning, 47) and remain within it throughout the ritual. The ritual takes 2 hours to perform. During the course of the ritual, the Adept must murder an entity of his own race who occupies the Pentacle with him. The entity may be bound, but must be conscious during the murder. Upon the performance of the murder, a Wight appears over the corpse at Rank 0-10, or a Wraith at Rank 11-20. This undead becomes chained to the place in which the murder was committed until freed by someone other than the Adept entering or leaving the Circle of Protection. Upon being released, the undead will hunt the Adept and attempt to terminate his existence in revenge. Once the murder is performed, the Adept's Player checks to determine if it was a success. The Base Chance that it will be a success is 10% (+3 per Rank). If it is a success, the Adept joins the ranks of the undead as the Greater Undead type of his choice. He may leave the Circle of Protection without releasing the undead imprisoned therein. If the result is not a success and the Adept fails to become undead, the undead imprisoned therein will be released if the Adept attempts to leave the Circle of Protection. If the ritual backfires, the undead will immediately be released and will attack the Adept inside the Circle of Protection (which will be broken and will not keep the undead imprisoned). The Experience Multiple of this ritual is 550.

[45.7] Special Knowledge Rituals

1. Ritual of Summoning and Binding Greater Undead (R-1)

This ritual works in the same manner and under the same conditions as the Ritual of Summoning and Binding Lesser Undead

46. THE COLLEGE OF BLACK MAGICS

The College of Black Magics is organized somewhat differently from other Colleges in that its knowledge is available only to those who make various pacts with the Powers of Darkness. There are three pacts which an Adept may make. They are organized in order of importance:

1. The First Pact: Upon entering this College, the Adept swears an oath of allegiance to the Powers of Darkness. This is the First Pact. In exchange for this oath, the Adept is given all of the General Knowledge of the College of Black Magic at Rank 0 and may achieve up to Rank 15 with that knowledge. He may not achieve Rank above 15 or learn any of the Special Knowledge of the College of Black Magics.

2. The Lesser Pact: In order to learn the Special Knowledge of the College of Black Magics, the Adept must make the Lesser Pact. This pact consists of reaffirming the Adept's allegiance and giving up a token of that allegiance to the Powers of Darkness. The GM and the Adept's player must arrive at an agreement in advance as to what must be given up. The Adept may offer anything. The GM should insist on something that the Adept's player is particularly proud of or has found to be a strong point in his character. The price should be stiff, but not totally crippling. It could include reducing the Physical Beauty of a particularly handsome character by 10 points or more, taking the character's eyesight, taking the character's shadow and/or reflection, or any other price that involves some sacrifice. Once the pact is agreed to, the Adept may learn most Special Knowledge of the College at Rank 0 and may progress to Rank 15 with that Special Knowledge and to Rank 20 with the General Knowledge of the College. In addition, an Adept who has sworn the Lesser Pact will be given a Familiar in the form of a small animal (cat, bat, dog, etc.). The Familiar will be devoted to the Adept and will serve him faithfully, but the Adept must always feed the Familiar or it will die.

All Adepts who swear the Lesser Pact will receive a Witchmark, an invisible mark somewhere on their person through which their Familiar will feed by sucking the Adept's blood. Only the blood of the Adept will suffice to sustain the Familiar and it will lose 1 Fatigue (Endurance if all Fatigue is exhausted) per hour that it has not been fed.

The Adept suffers a loss of 4 Fatigue Points each time he feeds his Familiar. The Familiar regains all lost Fatigue upon feeding.

Familiars are minor Devils (half the characteristics and Rank of normal Devils rounded down) who appear in animal form except when required to adopt their natural form by the Adept. See 47, the College of Greater Summoning, for the characteristics and abilities of Devils. The Adept may only receive 1 new Familiar every 5 years and only if his old Familiar has died.

3. The Greater Pact: If the Adept wants to learn those spells and rituals that compose

the part of the Special Knowledge of this College that he has been denied access to, he must make the Greater Pact and sell his soul to the Powers of Darkness. A character who has sold his soul in this manner may never be resurrected. However, he attains access to all knowledge of the College of Black Magics (General and Special) and may achieve up to Rank 20 with that knowledge.

Once made, a Pact of this College other than the First Pact may never be renounced. An Adept who has made only the First Pact may always quit the College, losing all of his magic knowledge and abilities. However, neither the Lesser Pact nor the Greater Pact can ever be totally renounced. If an Adept attempts to renounce them, he immediately loses all knowledge and abilities acquired as a result of his membership in the College and suffers a curse of the GM's choice from the *Damnum Minatum*. He may join another College, but will never achieve higher than Rank 15 with any knowledge of that College.

[46.1] Adepts of the College of Black Magic may only practice those talents, skills and rituals permitted them by the Pact they have made.

They may never practice any of the arts of this College until they have made the appropriate Pact. The First Pact must be sworn before either the Lesser or Greater Pacts can be sworn and the Lesser Pact must be sworn before the Greater Pact can be sworn.

[46.2] The Base Chance of performing any talent, spell or ritual of this College is modified by the addition of the following numbers:

It is daylight	-10
It is nighttime	10
The Adept has made the Lesser Pact	5
The Adept has made the Greater Pact	10
It is a High Holiday of the Powers of Light*	-10
It is a High Holiday of the Powers of Darkness†	20

*See 45, the College of Necromantic Conjurations. †Same as above. The GM must create the High Holidays for the Powers of Darkness according to what those powers are in his world.

[46.3] Talents

1. Witchsight(T-1)

The Adept has a Base Chance equal to his Perception (+ 5 per Rank achieved with this talent) of seeing objects which are normally invisible or which have been rendered invisible by magical means (i.e., such spells as *Walking Unseen*, *Blending*, and *Invisibility*). The Adept also possesses the night-vision of an Elf. The Experience Multiple for this talent is 200.

2. Projected Image (T-2)

The Adept can, by remaining stationary and concentrating for the duration of the talent's workings, project an image of himself standing within 15 feet (+15 additional feet per Rank) of his actual position.

While he continues to concentrate, the illusion of himself will remain and his actual person will be invisible. Once he breaks his concentration, he will become visible and the illusion will fade. It takes about 10 seconds (— 1 second per Rank) for the image to form and the Adept to become invisible. The Experience Multiple for this talent is 150.

3. Special Alchemy (T-3)

The Adept, upon making the First Pact, gains certain knowledge of Alchemy. Among the specific benefits accruing to the Adept are the following:

A. The ability to distill venoms from such plants as belladonna. See the Alchemist Skill.
 B. The ability to distill a dose of a potion of Toad Sweat that will remove blemishes, warts, corns, pimples, etc., at the rate of 1 disfigurement (wart, corn, etc.) (+1 additional per Rank) per dose. The Experience Multiple for this potion is 100 and its cost is 50 Silver Pennies. The Base Chance of effectively preparing it is 60%.

C. The ability to make these amulets:

1. *Amulet of Elder Flowers*: Makes the wearer proof against the Evil Eye. Cost: 50 Silver Pennies.

2. *Amulet of Hypercium*: Increases the wearer's Magical Resistance by 10 to any magical act performed by a demon. Cost: 100 Silver Pennies.

3. *Amulet of Luck*: Made from tiger's or alligator's teeth, it increases the wearer's Magical Resistance by 3 and subtracts 2 from any Strike Check made against the wearer. Cost: 300 Silver Pennies.

4. *Amulet of Diamonds*: Increases the wearer's Strike Chance with any weapon by 2. Cost: 1000 Silver Pennies.

5. *Amulet of Jade*: No undead will willingly approach closer than 30 feet to the wearer in most cases. Cost: 500 Silver Pennies.

6. *Amulet of Iron*: No demon will willingly approach closer than 10 feet to the wearer in most cases. Cost: 250 Silver Pennies.

7. *Amulet of Jet*: No demon will willingly approach closer than 50 feet to the wearer in most cases. Cost: 600 Silver Pennies.

8. *Amulet of Aquilaeus*: The wearer subtracts 10 from all rolls on the Fright Table. Cost: 300 Silver Pennies.

9. *Amulet of Alectorius*: Made from the corpse of a Black Cock which has been cured on an anthill for 3 days, this amulet will increase the average value of treasure found by the wearer and his companions by 5%. Cost: 600 Silver Pennies.

10. *Amulet of Amethyst*: Wards bad dreams and assists the wearer in achieving a restful sleep. Increase the wearer's Fatigue recovery during sleep periods by 2. Cost: 700 Silver Pennies.

11. *Amulet of Beryl*: Increases the wearer's ability to detect traps and ambushes by 5. Cost: 500 Silver Pennies.

12. *Amulet of Betony*: Decreases the Base Chance of infection by 5. Cost: 650 Silver Pennies.

13. *Amulet of Bloodstone*: Prevents miscarriage and decreases Base Chance of infection by 10. Cost: 1000 Silver Pennies.

14. *Amulet of Carbuncle*: Decreases damage done by poison by 2 points of damage per Pulse or day. Cost: 1200 Silver Pennies.

15. *Amulet of Calcedony*: No undead will willingly approach closer than 10 feet to the wearer in most cases. Cost: 600 Silver Pennies.

The "cost" is the cost of materials necessary to manufacture the amulet. Each amulet requires 3 days to manufacture once the necessary materials have been gathered or purchased.

D. The ability to distill from a variety of substances a Love Philtre which will cause the imbiber to fall in love with the first entity of whom he or she sets eyes after drinking it (regardless of species or sex). The Base Chance to prepare the Philtre is 30% (+ 3 per Rank) and The Experience Multiple is 200. The cost of the materials will average 600 silver pieces. The effects of the substance will last for 1 week (+ 1 week per Rank).

E. The ability to distill from a variety of substances a Potion of Fertility that increases the chances of conception by 5% (+5 per Rank). It has a 30% Base Chance of working and may be actively or passively resisted by the imbiber. The effects last one day. The Experience Multiple for this potion is 200 and its value is 100 Silver Pennies. **Note:**

Base Chance of conception is normally 5%.

[46.4] General Knowledge Spells

1. Spell of Fear (G-1)

RANGE: 15 feet+ 15 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 350

BASE CHANCE: 20%

RESIST: May be actively & passively resisted.

EFFECTS: The effects of the spell are the same as for the spell of the same name (S-13, p.56) of the College of Celestial Magics.

2. Spell of Darkness (G-2)

RANGE: 15 feet+15 additional/Rank

DURATION: 15 minutes+ 15 additional/Rank .

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 60%

RESIST: May not be resisted.

EFFECTS: The effects of the spell are the same as for the spell of the same name (0-3, p.55) of the College of Celestial Magics.

3. Spell of Walking Unseen (G-3)

RANGE: 1 foot + 1 additional/Rank

DURATION: 1 hour+ 1 additional/Rank

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 60%

RESIST: May not be resisted.

EFFECTS: The effects of the spell are the same as for the spell of the same name (G-9, p.56) of the College of Celestial Magics.

4. The Damnum Minatum (G-4)

RANGE: 15 feet+15 additional/Rank

DURATION: Until dispelled by the appropriate counterspell

EXPERIENCE MULTIPLE: 500

BASE CHANCE: 50%

RESIST: May be actively & passively resisted

EFFECTS: The Adept curses any one target within range with a particular unpleasantness as listed below (**Rank**: Possible Curse):

1-3: The Adept may afflict the target with boils, warts, clumsiness (subtract 1 from Agility) or maladroitness (subtract 1 from Manual Dexterity). If the effects of the curse are doubled or tripled, the Adept may inflict 2 or 3, instead of one of these results.

4-6: The Adept may afflict the target with gout, amnesia (subtract 1 Rank from all magic and skills) or weakness (subtract 2 from Physical Strength).

7-10: The Adept may afflict the target with total deafness, poor health (subtract 3 from Endurance), financial disaster (bad luck leading to a loss of wealth) or cowardice (subtract 3 from Willpower and add 5 to all rolls on the Fright Table).

11-13: The Adept may afflict the target with total blindness, delirium tremens (subtract 5 from Manual Dexterity and reduce Perception by 3) or total Amnesia (the target remembers nothing — from his own name to any spells).

14-20: The Adept may afflict the target with total muteness, leprosy, or accelerated aging (10 years per month).



5. Spell of Storm Calling (G-5)

RANGE: Works at any range

DURATION: Variable

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 40%

RESIST: May not be resisted.

EFFECTS: The effects of the spell are the same as for the spell of the same name (S-2, p.45) of the College of Air Magics.

6. Wind Whistle Spell (G-6)

RANGE: Works at any range

DURATION:: D10 hours

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 40%

RESIST: May not be resisted.

EFFECTS. The effects of the spell are the same as for the spell of the same name (G-5, p.45) of the College of Air Magics.

7. Spell of Protection Against Were-Creatures (G-7)

RANGE: 15 feet

DURATION: 30 minutes + 10 additional/Rank

EXPERIENCE MULTIPLE: 300

BASE CHANCE: 20%

RESIST: May not be resisted.

EFFECTS: The spell creates an invisible Circle of Protection with a 15 foot radius which will not willingly be crossed by any were-creature in beast form unless they successfully resist the circle's effects upon first encountering it.

8. Spell of Summoning Enchanted Creature (G-8)

RANGE: Works at any range

DURATION: Immediate

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 20%

RESIST: May not be resisted.

EFFECTS: The Adept may summon 1 enchanted fantastical creature of his choice (+1 additional for each 5 or fraction of 5 Ranks). Only creatures that are native to the area may be summoned. It will take them 5 minutes to arrive and they will be uncontrolled when they do arrive.

9. Spell of Putrescence (G-9)

RANGE: 15 feet+ 15 additional/Rank

DURATION: Immediate

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 50%

RESIST: May not be resisted.

EFFECTS: The spell has the same effect as the spell of the same name (G-2, p.57) of the College of Necromantic Conjurations.

10. Spell of Harming Entity (G-10)

RANGE: 15 feet+15 additional/Rank

DURATION:: 10 seconds+ 10 additional/Rank

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 20%

RESIST: May be actively & passively resisted.

EFFECTS: The effects of this spell are the same as for the spell of the same name (G-6, p.57) of the College of Necromantic Conjurations.

11. Spell of Igniting Flammables (G-11)

RANGE: 15 feet+ 15 additional/Rank

DURATION: Immediate

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 20%

RESIST: May not be resisted.

EFFECTS: The spell causes flammable material (cloth, paper, wood, and similar items, but not flesh) to burst into flames. The flames may be extinguished.

12. Spell of Hypnotism (G-12)

RANGE: 15 feet+ 15 additional/Rank

DURATION: Concentration/no maximum

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 40%

RESIST: May be actively & passively resisted.

EFFECTS: The effects of this spell are the same as for the spell of the same name (G-5, p.41) of the College of Sorceries of the Mind.

13. Mind Cloak Spell (G-13)

RANGE: May only be cast over self

DURATION: 1 hour+2 additional/Rank

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 30%

RESIST: May not be resisted.

EFFECTS: This spell has the same effects as the spell of the same name (G-3, p.40) of the College of Sorceries of the Mind.

14. Call Master Spell (G-14)

RANGE: May be cast at any range

DURATION: Immediate

EXPERIENCE MULTIPLE: 350

BASE CHANCE: 10%

RESIST: May not be resisted.

EFFECTS: The Adept may call himself (and his plight where appropriate) to the attention of the representative of the Powers of Darkness with whom he signed his First Pact. The Power may ignore the caster or may come to his aid or otherwise respond. The response is up to the GM. Whatever the result of the spell, the Power will exact a price from the Adept for any aid, no matter how paltry (perhaps even insisting that the Adept swear the Lesser or Greater Pact in advance of receiving any aid). The Base Chance of casting this spell is increased by 10 (instead of 5) if the Adept has made the Lesser Pact and by 20 (instead of 10) if he has sworn the Greater Pact.

[46.5] General Knowledge Rituals

1. The Tarot (Q-1)

The Adept may read the tarot to gain insight into the future. It takes half an hour to read the tarot and the Adept may not move or perform any other action during that time. The performance of the reading allows the Adept to exercise during the ritual the following actions:

- A. Ask The Dead: This action is executed as a talent in the same manner as the talent of that name (T-1, p.57) of the College of Necromantic Conjurations. Base Chance: 10%.
- B. Limited Precognition: This action is executed as a talent, but with the same results as for the Spell of Limited Precognition (G-2, p.40) of the College of Sorceries of the Mind. Base Chance: 20%
- C. Divining Enchantment: This action is executed as a ritual (abbreviated to half an hour instead of an hour) in the same manner as the Ritual of Divination (R-1, p.44) of the College of Naming Incantations. Base Chance: 45 %

Only one of these three options may be chosen per reading. The Base Chance for each is modified by the Rank of the Adept with the tarot, (+ 3 per Rank) not by the Rank he may have with any of the talents, spells or rituals mentioned. Once he has successfully implemented one of these options, he must begin a new reading in order to implement another. The Experience Multiple for this ritual is 500.

[46.6] Special Knowledge Spells

1. Spell of Converse With Animals (S-1)

RANGE: 10 feet+10 additional/Rank

DURATION: Concentration/maximum: 3 hours x Rank (x 1, if unranked)

EXPERIENCE MULTIPLE: 50

BASE CHANCE: 100%

RESIST: May not be resisted

EFFECTS: This spell has the same effect as the spell of the same name (G-1, p.52) of the College of Earth Magics.

2. Spell of Nightvision (S-2)

RANGE: 15 feet+ 15 additional/Rank

DURATION: 1 hour+1 additional/Rank

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 60%

RESIST: May not be resisted.

EFFECTS: The Adept causes the target to develop vision equal to that of a cat for purposes of seeing in the dark, but monochromatic and somewhat distorted (geometrical). The greater the Rank of the spell, the less distortion.

3. Spell of Blending (S-3)

RANGE: 15 feet+ 1 additional/Rank

DURATION: 1 hour + 1 additional/Rank

EXPERIENCE MULTIPLE: 50

BASE CHANCE: 60%

RESIST: May not be resisted.

EFFECTS: The target must remain stationary for the spell to take (and retain) effect. If, at any time, the subject moves, the spell is broken. Any one target of this spell cannot be seen except by magical means,

4. Spell of Blight on Crops (S-4)

RANGE: Sight

DURATION: 1 year+ 1 additional/Rank

EXPERIENCE MULTIPLE: 125

BASE CHANCE: 45%

RESIST: May not be resisted.

EFFECTS: The spell causes 1 acre (+1 additional acre per Rank) of orchard or cultivated land within sight to lose fertility. There is a 20% (+1 per Rank) chance of future crops failing while this spell is in effect. Those years that the crops do not fail, they will be stunted.

5. Spell of Blessing on Crops (S-5)

RANGE: Sight

DURATION: 1 year+ 1 additional/Rank

EXPERIENCE MULTIPLE: 125

BASE CHANCE: 40%

RESIST: May not be resisted.

EFFECTS: The spell increases the richness of the soil of 1 acre (+1 additional acre per Rank). For the duration of the spell everything grown in that soil will be proof against locusts, droughts, flooding, frost, and other natural disasters.

6. Spell of Pestilence on Livestock (S-6)

RANGE: Sight

DURATION: 1 month+ 1 additional/Rank

EXPERIENCE MULTIPLE: 150

BASE CHANCE: 45%

RESIST: May not be resisted.

EFFECTS: The spell may be cast on the livestock of any one owner as long as they are all within sight. All livestock of that owner in sight are cursed and will die in 3 weeks unless they resist (individually) the curse. Any new stock which come into contact with the infected stock while the curse is in effect will also die.

7. Spell of Blessing on Livestock (S-7)

RANGE: Sight

DURATION: 1 month+ 1 additional/Rank

EXPERIENCE MULTIPLE: 150

BASE CHANCE: 45%

RESIST: May not be resisted.

EFFECTS: The spell may be cast on the livestock of any one owner if the livestock are in sight. These animals will then be resistant to natural disorders, such as rabies, dysentery, worms, and hoof and mouth for the duration of the spell.

8. Spell of Controlling Animals (S-8)

RANGE: 15 feet+ 15 additional/Rank

DURATION: Concentration/no maximum

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 20%

RESIST: May be actively & passively resisted.

EFFECTS: This spell works in the same manner as the spell of the same name (G-3, p.52) of the College of Earth Magics.

9. Evil Eye Spell (S-9)

RANGE: 15 feet+15 additional/Rank

DURATION: 1 day+ 1 additional/Rank

EXPERIENCE MULTIPLE: 300

BASE CHANCE: 20%

RESIST: May only be passively resisted.

EFFECTS: The effects of this spell are the same as for the spell of that name (G-9, p.39) of the College of Ensoelments and Enchantments.

10. Spell of Causing Disease (S-10)

RANGE: 15 feet

DURATION: 1 day+ 1 additional/Rank

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 20%

RESIST: May be actively & passively resisted.

EFFECTS: The spell infects any one target with any of the following diseases:

Rank	Disease
1-5	Measles
6-10	Consumption
11-15	Typhoid
16-18	Bubonic Plague
19-20	Pneumonic Plague

The target will not die of the disease, but will become habitually ill and all who come in contact with him (except the Adept who cast the spell) will contract a potentially fatal dose from him. In effect, the target becomes a "carrier."

11. Spell of Blessing or Curse on Unborn Child (S-11)

RANGE: Sight

DURATION: Immediate

EXPERIENCE MULTIPLE: 200

BAS	Ritual Rank	Difficulty Rating
RES	0-5	4
EFF	6-10	3
	11-15	2.5
	16-18	2
	19-20	1.5

Ranks).

If the victim fails to resist, he suffers a wasting disease and loses D—4 Endurance for purposes of future resistance (only). If he fails to resist for three straight months, he dies. The Experience Multiple for this ritual is 450. The Base Chance of the ritual working is 20% (+4 per Rank). Only Adepts who

12. Spell of Virility (S-12)*RANGE:* 15 feet*DURATION:* 1 day*Experience. MULTIPLE:* 200*BASE CHANCE:* 30%*RESIST:* May not be resisted.*EFFECTS:* The spell is cast over any target (male only) of the Adept's choice within range and increases the target's virility by 5 (+ 5 per Rank). It lasts 1 day.**13. Spell of Creating Restorative (S-13)***RANGE:* Adept must touch substance being transmuted*DURATION:* Immediate*EXPERIENCE MULTIPLE:* 200*BASE CHANCE:* 30%*RESIST:* May be passively resisted.*EFFECTS:* The spell creates out of potable water a potion which, when imbibed, subtracts 2 from Endurance and adds 4 to Fatigue. The amount subtracted from Endurance is increased by 1 and the amount added to Fatigue is increased by 2 per Rank. The effects of drinking the potion may be resisted. The Adept must take 10 minutes to prepare 1 dose of the potion and must burn 200 Silver Pennies worth of costly oils during the creation of the item.**14. Wall of Bones Spell (S-14)***RANGE:* 15 feet+15 additional/Rank*DURATION:* 30 minutes + 30 additional/Rank*EXPERIENCE MULTIPLE:* 150*BASE CHANCE:* 30%*RESIST:* May only be passively resisted.*EFFECTS:* This spell has the same effect as the spell of the same name (S-3, p.58) of the College of Necromantic Conjurations. Only Adepts who have made the Greater Pact may learn this spell.**15. Mass Fear Spell (S-15)***RANGE:* 30 feet + 15 additional/Rank*DURATION:* 30 seconds + 10 additional/Rank*EXPERIENCE MULTIPLE:* 400*BASE CHANCE:* 10%*RESIST:* May only be passively resisted.*EFFECTS:* This spell has the same effect as the spell of the same name (S-5, p.58) of the College of Necromantic Conjurations. Only Adepts who have made the Greater Pact may employ this spell.**16. Spell of Agony (S-16)***RANGE:* 30 feet+ 15 additional/Rank*DURATION:* 10 seconds' 10 additional/Rank*EXPERIENCE MULTIPLE:* 350*BASE CHANCE:* 10%*RESIST:* May be actively & passively resisted.*EFFECTS:* This spell has the same effects as the spell of the same name (S-13, p.59) of the College of Necromantic Conjurations. Only Adepts who have made the Greater Pact may learn this spell.**17. Fire and Brimstone Spell (S-17)***RANGE:* 15 feet+ 15 additional/Rank*DURATION:* Immediate (during Pulse)*EXPERIENCE MULTIPLE:* 250*BASE CHANCE:* 20%*RESIST:* May be actively & passively resisted.*EFFECTS:* The spell has the same effect as the spell of the same name (G-4, p.57) of the College of Necromantic Conjurations. Only Adepts who have made the Greater Pact may use this spell.**18. Spell of Animation of the Dead (S-18)***RANGE:* 30 feet+15 additional/Rank*DURATION:* 3 hours + 30 additional/Rank*EXPERIENCE MULTIPLE:* 300*BASE CHANCE:* 20%*RESIST:* May not be resisted.*EFFECTS:* This spell has the same effect as the spell of the same name (S-7, p.59) of the College of Necromantic Conjurations. Only Adepts who have made the Greater Pact may learn this spell.**19. Hellfire Spell (S-19)***RANGE:* 15 feet+ 15 additional/Rank*DURATION:* Immediate (during Pulse)*EXPERIENCE MULTIPLE:* 375*BASE CHANCE:* 1%*RESIST:* May only be passively resisted (then suffers half damage).*EFFECTS:* This spell has the same effect as the spell of that name (S-11, p.59) of the College of Necromantic Conjurations. It may only be learned by an Adept who has made the Greater Pact.**20. Shadow Wings Spell (S-20)***RANGE:* 10 feet+10 additional/Rank*DURATION:* 30 minutes + 30 additional/Rank*EXPERIENCE MULTIPLE:* 250*BASE CHANCE:* 25%*RESIST:* May not be resisted.*EFFECTS:* This spell has the same effect as the spell of that name (S-5, p.56) of the College of Celestial Magics. It may only be learned by an Adept who has made the Greater Pact.**21. Skin Change Spell (S-21)***RANGE:* The Adept must touch the pelt being enchanted*DURATION:* Immediate*EXPERIENCE MULTIPLE:* 350*BASE CHANCE:* 30%*RESIST:* May not be resisted.*EFFECTS:* The Adept may enchant any animal pelt or skin in his hands so that anyone who wears it will turn into the type of animal to whom the pelt originally belonged, but will retain his own mind and memories. He may only resume his own form by having a counterspell cast over him. Only an Adept who has made the Greater Pact may learn this spell. The pelt is destroyed once the wearer is transformed.**22. Earth Tremor Spell (S-22)***RANGE:* 15 feet+ 15 additional/Rank*DURATION:* Immediate*EXPERIENCE MULTIPLE:* 350*BASE CHANCE:* 20%*RESIST:* May not be resisted.*EFFECTS:* This spell causes a 5-foot square area of ground (+25 additional square feet/Rank) to shake and roll as in an earthquake. Only an Adept who has made the Greater Pact may employ this spell.**[46.7] Special Knowledge Rituals****1. Ritual of Controlling Weather(R-1)**

This ritual is identical to the ritual of that name (R-1, P.47) of the College of Air Magics. It may only be performed by an Adept who has made the Greater Pact.

2. Ritual of Summoning Animals (R-2)

This ritual is identical to the ritual of the same name (Q-1, p.53) of the College of Earth Magics.

3. Ritual of Casting the Runes (R-3)

The Adept must prepare a piece of paper or vellum on which are written the Runes of Doom. The entire ritual of preparation takes an hour. At the end of the hour, the Adept chooses which of the demons from the College of Greater Summonings will be the executor of the doom and writes this name on the paper as well. The Adept's player must actually write this information down since it will only come into play in the future. Once the ritual is prepared, the Adept then passes the sheet of paper on to the victim whose name is written on the paper. The victim must voluntarily accept the paper (though he need not know what is on it). Once he accepts it, the demon named on the paper will hunt him down and kill him. Even if the demon is destroyed, it will return as soon as it is able and continue the hunt (see the College of Greater Summoning for how demons recover from injury and "death" in their own dimension). Only by passing the paper on to another entity who voluntarily accepts it can the doom be transferred. If the paper is destroyed, the doom will never be lifted and can never be transferred. The Experience Multiple for this ritual is 500. It's Base Chance of success is 10% (+5 per Rank). Only Adepts who have made the Greater Pact may perform this ritual.

4. Ritual of Creeping Doom (R-4)

The Adept creates 13 Runesticks by carving the appropriate maledictions into human bones. He then performs a ritual over them (duration 1 hour) and buries the sticks beneath the dwelling of someone he wishes to curse. It is best if the victim's name is carved in the bones as well. For each month that the bones remain in or under the victim's dwelling, he must make a Resistance Check, the Base Chance for which is composed of the victim's Endurance multiplied by the Difficulty Rating of the resistance. The Difficulty Ratings are:

Ritual Rank	Difficulty Rating
0-5	4
6-10	3
11-15	2.5
16-18	2
19-20	1.5

If the victim fails to resist, he suffers a wasting disease and loses D—4 Endurance for purposes of future resistance (only). If he fails to resist for three straight months, he dies. The Experience Multiple for this ritual is 450. The Base Chance of the ritual working is 20% (+4 per Rank). Only Adepts who

have made the Greater Pact may perform this ritual.

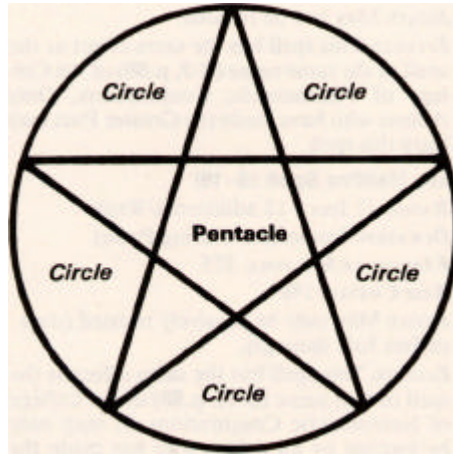
5. The Hand of Glory (R-5)

The Adept must sever the right hand of a convicted murderer who has been hung. The hand may only be severed during the new moon and must be wrapped in a winding sheet. It must then be dried in the sun and the blood entirely removed. When the desiccated hand is worn as an amulet, thereafter, it will add 15 to the Base Chance of creating any plague, blight, or curse or of animating the dead. There is no Base Chance or Experience Multiple for this ritual. It always works if it is correctly performed. Only Adepts who have made the Greater Pact may perform this ritual.

6. The Dead Man's Candle (R-6)

The Adept makes a Dead Man's candle by ritually cutting off the right hand of a murderer as described in R-5 and making a Hand of Glory. The fats and oils in the hand are then rendered so that the hand can be coated with them and a candle can be made. The wick of this candle must be made of the hair of a murderer (not the same one that donated his hand). The Adept then says a ritual over this candle. Thereafter, it may be lit as part of any ritual of this College and will increase the chance that the ritual is successful by 20. There is no Base Chance or Experience Multiple to perform this ritual. It always works if it is correctly performed. Only Adepts who have made the Greater Pact may perform this ritual.

When performing the summoning rituals of this College, the summoner occupies a Circle of Protection which also contains within it a Pentacle of Power. Unless the summoner and his companions occupy this protective area, there is a chance that whatever they summon will be able to turn on them and destroy them. Only the summoner occupies the Pentacle. His companions occupy the Circle, but are outside the Pentacle.



The summoned entity appears in the vicinity of the Circle of Protection, but outside it (unless the ritual backfires and the Circle is broken). In order to perform (and as part of the performance of) the Rituals of True Speaking and Binding, the summoned entity is forced into the Triangle (outside the Circle of Protection).

The Pentacle, Circle of Protection, and Triangle must all be drawn on the ground by the summoner before the rituals are performed.

[47.1] Members of the College of Greater Summonings must meet requirements of time, place equipment, knowledge, and circumstance in order to perform their College's magic.

The following list of requirements must be met in all or most situations wherein the arts of the College of Greater Summonings are practiced:

1. The Adept must know the spell or ritual being employed.
2. If a summoning of an entity other than an Incubus or Succubus is being performed, the Adept must know the name of the entity being summoned and speak it during the ritual.
3. Throughout all preparations for the ritual and throughout the ritual itself, the Adept must remain stationary. He may engage in no other activity.
4. The space used for the performance of the ritual must be large enough to accommodate the ritual symbols and the entity being summoned (usually, an area 30' x30' and 12' high is adequate) and may not have been affected by an area counterspell in the last 12 hours.

5. If the magic is a Special Knowledge Ritual, it may only be performed on certain days of the month and at certain hours of the day (listed in 47.7).

6. The Adept must possess the necessary tools and equipment to perform any ritual and must have access to such substances as clear water for the cleansing which precedes each ritual.

If the Adept fails to meet any of these requirements, he may not attempt to perform any ritual of the College of Greater Summoning. He may still exercise any special Talent Magic he may possess and may cast counterspells.

[47.2] The following numbers are added to the Base Chance of successfully performing a ritual of the College of Greater Summoning:

Each Rank the Adept has achieved with the ritual	3
Adept occupies a Mana-rich place	15
Each hour (maximum of 10) Adept spends in Ritual Cleansing prior to performing the ritual	3
Ritual is part of the College's body of General Knowledge and is begun at midnight	20
Ritual is part of the College's body of General Knowledge and is performed while the moon Luna is 2,4,6,8,10, 12 or 14 days into its cycle.	20

These modifications apply only to rituals. Counterspells are affected in the same manner so far as Mana and Rank are concerned. They are also affected by the provisions of 32. They are unaffected by other modifications.

Special Knowledge Rituals are affected differently from General Knowledge Rituals so far as the hour of the day or day of the moon in which they are performed is concerned. The affects of the hour and day on these rituals is discussed in 47.7.

[47.3] Talents

There are no Talent Magics granted a character simply because he is a member of this College. However, there is a possibility that the character may be assigned a "companion" by a demon he has summoned. Once a character has been assigned a companion, he may automatically call forth (and later dismiss) that companion. Once called forth, the companion instantly appears to do the bidding of the character. In this sense, there is some Talent Magic available to members of this College.

Upon dismissing a demon he has summoned, the summoner may request that the demon assign to him a companion from among his legions of lesser spirits. The Base Chance that a demon will grant this request is listed under the "Lesser Spirits" heading for each demon. The summoner's Player rolls D100, and if the resulting number is less than or equal to the Base Chance, the demon grants a companion. If the number is half or less than the Base Chance, the demon grants two companions.

47. THE COLLEGE OF GREATER SUMMONINGS

The College of Greater Summonings is concerned exclusively with the summoning and controlling of entities from other dimensions. All such summonings and associated magical procedures are Ritual Magic. Members of the College of Greater Summonings possess no Talent or Spell Magic as a result of their association with the College. Their power lies exclusively in their ability to summon and control beings via the performance of special rituals.

All summonings of this College, regardless of the type of being they are designed to summon, are performed in the same manner. First the summoner must perform a Ritual Cleansing of his body (requiring from 1 to 10 hours). Then he must prepare and implement the proper Ritual of Summoning. The Ritual of Summoning, itself, requires only one hour to execute. Once he has performed the Ritual of Summoning, he may wish to control the entity he has summoned by implementing either a Ritual of Binding or a Ritual of True Speaking. Binding and True Speaking Rituals each require one hour to prepare and implement. If the summoner does not implement these rituals immediately upon successfully summoning the entity who is their target, he will have to engage in a new Ritual of Cleansing before attempting to enact another ritual.

A companion will be either a lesser Devil or an Imp who is constantly "on call" to the summoner. The companion is available until one of the following events occurs:

1. The summoner requests a companion from any other Demon except the Demon who granted the summoner's current companion (regardless of whether or not the request is granted).
2. The companion is dispelled by having a General Knowledge Counterspell of the College of Greater Summonings cast over him by the summoner.
3. The companion is forced into his own dimension by a reduction in his Endurance sufficient to cause unconsciousness in a character.
4. The summoner voluntarily attacks the companion or quits the College of Greater Summonings.

When a companion is granted, the summoner's player rolls D10. If the result is 1-4, his companion will be an Imp. If it is 5-10, it will be a devil. A separate roll is made for each companion if more than one is granted.

Imps and devils are described below (see VIII, Monsters, for a description of the terminology used herein):

1. Imps

Description: Imps appear as three to four foot high humanoids, but with horns, bat's wings and barbed tails. They tend to be muscular, but pot-bellied. Their skin may be blue, green, or purple, but is usually red. They have yellow eyes, flecked with silver and their teeth (including prominent incisors) are made of silver. Imps may also appear as goats, spiders, bats or large rats, but these are insubstantial forms and the imp cannot use his powers in this plane except in his natural and substantial form.

Talents, Skills and Magic: Imps may be members of any Colleges of Magic except the Entities as determined by the GM. Imps can only be harmed by silvered weapons or magic. Cold iron does not affect them. They have no Skills. They have Rank 5 with all magic.

Movement Rates (yards per minute):

Running: 350; Flying: 500
PS: 15-20 MD: 13-17 AG: 16-22
MA: 22-26 EN: 14-16 FT: 22-28
WP: 28-32 PC: 16-25 PB: 3-5
TMR: 7/10 NA: 3 DP per Strike.

Weapons: Imps may make a horn attack during Close Combat with a Base Chance of 20Vo and possible damage of - I. Imp horns may have a Rank of between I and 10 (controlling Player should roll D10 to determine Rank). Imps may also make an attack in either Melee or Close Combat with their long tail. Its tip contains a sting with a quick acting nerve poison (2-4 Damage Points per Pulse). The sting, itself, is treated like a dagger. Base Chance with tail is 30%. Imps may use other weapons, but may not wear armor.
Comments: Imps are dangerous servants in that they have a cruel sense of humor which they are not adverse to visiting upon their

master and his friends. They may not be bound or forced to speak true, so there is no way to really control their actions. They will lie, steal, sow dissension, or play practical jokes (magical or nonmagical) on the average of once per day (total). They will not knowingly get their master killed or maimed, but are otherwise not overly considerate of his wellbeing. They will use their powers in his behalf when he demands it (though even here their sense of humor may have an effect) and will fight his enemies. Imps may be called upon as needed and then returned to their own dimension. Given their warped personalities, the wise master will keep them in their own dimension as much as possible. Imps have a 7% Base Chance of knowing past, present and future events, but will seldom speak truthfully of what they know.

2. Devils

Description: Devils appear as large muscular humanoids with massive bat wings, horns and fangs. They tend to have carmine skin and green eyes. Their tails are sharp and barbed and contain a poisonous sting.

Talents, Skills and Magic: Devils, like imps, may be members of any College except the Entities as determined by the GM. Devils can only be harmed by silvered weapons or by magic. Cold iron does not affect them. They have no Skills, but possess Rank 10 with all magic of their College. Devils know a little of the past, present, and future of things (7% chance of accuracy) and will speak truthfully to the best of their knowledge in exchange for their freedom. They may not be bound or subjected to a Ritual of True Speaking.

Movement Rates (yards per minute)

Running: 400; Flying: 500
PS: 25-30 MD: 15-20 AG: 18-24
MA: 28-34 EN: 25-30 FT: 35-40
WP: 24-28 PC: 22-26 PB: 2-3
TMR: 8/10 NA: 5DPperStrike.

Weapons: Devils may make a horn attack or bite in Close Combat and may sting with their tail in Melee or Close Combat. Their bite has a Base Chance of 30Vo and does + 2 damage. Their horns have a Base Chance of 25Vo and do +2 damage. Both are Rank 1-10 (controlling Player rolls D10 to determine exact Rank). Their tail has a Base Chance of 30% in Melee and a Base Chance of 50% Close Combat and does - 1 damage. It has a quick-acting nerve poison in it that does 3 to 5 Damage Points per Pulse. A devil's tail is always Rank 8. A Devil may use weapons, but will not wear armor.

Comments: Devils are extremely powerful companions, but tend to serve only with reluctance. They will attempt to bargain for their freedom in exchange for the use of their magic powers in any situation that does not involve immediate danger of death or maiming of their master. They are required to assist the master only in situations of imminent danger and so will usually be able to bargain successfully early in their service. Their power to see things past, present, and future is the same as that of Imps (7%). They will

never use this talent except in exchange for their release from service and return to their own plane.

[47.4] General Knowledge Spells

The College of Greater Summonings General Knowledge and Special Knowledge Counterspells are the only spells useable by members of this College. See 31 for descriptions of the nature and working of counterspells.

[47.5] General Knowledge Rituals

There are six rituals that an Adept learns upon becoming a member of this College. The first is the Ritual of Cleansing in which the Adept bathes his body and meditates as a prelude to attempting any other ritual. It is not possible to attempt any other ritual of this College unless one has first engaged in the Ritual of Cleansing. There are three summoning rituals that are part of the body of General Knowledge of this College. They are: the Ritual of Summoning Succubi, the Ritual of Summoning Incubi, and the Ritual of Summoning Heroes. There are two non-summoning rituals associated with the General Knowledge of this College besides the Ritual of Cleansing. They are: the Ritual of Binding and the Ritual of True Speaking. These two rituals may only be employed after a summoning ritual has been successful completed. They are sometimes necessary to gain the required services of beings from other dimensions.

Also as part of the study of the General Knowledge of this College the Adepts receive a parcel containing the tools necessary to their magic. The parcel consists of the following:

Item	Weight	Value
1 sceptre of dogwood	1 lb.	250sp
1 broadsword of silvered steel	61b.	500sp
1 mitre	1 lb.	50sp
1 cap	51b.	10sp
1 robe of virgin linen	31b.	20sp
1 girdle of lion's skin imprinted with symbols	3 lb.	100sp
1 censor of silver and gems	21b.	3000sp

provided with a supply of materials which together weigh 5 pounds and which must be replenished on the average of every three months at a cost of 1000 Silver Pennies. These items include: A packet of charcoal, a packet of powdered agrimony (for making tea used in the Ritual of Cleansing), a 3 ounce tin of myrrh, a vial of white frankincense dissolved in white wine, a 6 ounce pot of sandalwood and powdered antimony, a 2 ounce tin of ambergris salve, an 8 ounce box of multi-colored chalks (for drawing the Triangle, Circle, Hexagram and Pentagon necessary for the various Rituals of Summoning).

The Adept is also taught the Generic True Names of all things that occupy dimensions other than his own and may be summoned to this dimension, and the Individual True Names of all heroes of other dimensions known to the College and of 72 great Demons of the Seventh Plane. He does not learn the rituals necessary to summon Demons from the Seventh Plane — only the names of the Demons and how to identify them. A member of this College may learn additional Individual True Names of entities from other planes by first acquiring them from a Demon and then studying the True Names in the same manner as a member of the College of Naming Incantations.

The following Rituals constitute the major part of the knowledge of the Adept acquired in his general training:

1. Ritual of Cleansing (Q-1)

The Ritual of Cleansing must be performed prior to any other rituals of this College. The Adept cleans his body and purifies his mind for from 1 to 10 hours. The Base Chance of any succeeding Ritual being successful is increased by 3 for each hour spent in Ritual Cleansing. There is no Base Chance for this ritual being successful. The Adept states the number of hours he will expend on the ritual and at the end of that period of time, the Adept is cleansed. He may perform no other activity while engaged in this ritual. If his concentration is broken, he must restart the cleansing from the beginning or abandon the effort. Any rituals the Adept desires to perform after the cleansing must be performed immediately. He may perform any number of rituals within three hours of the cleansing, but these rituals must immediately follow each other. Any time spent in any other activity destroys the effects of the cleansing and a new cleansing must be accomplished before another ritual can be enacted.

2. Ritual of Summoning Succubi (Q-2)

This may be used to summon one or more Succubi, who will arrive on this plane favorably disposed towards the summoner for having summoned them, and thus will not immediately need to be bound. Succubi arrive on this plane with only one goal: the seduction of and copulation with humans. Any deed the summoner desires of them which will further their goal will be approved of and encouraged by the Succubi. If the summoner desires the Succubi to perform a task not immediately related to their goal they will have to be Bound and forced to do the task. The Base Chance is 15%(+3 per Rank), and it is reduced by 10 for each Succubi above one being summoned at once. If the ritual backfires, the Succubi will appear and attempt to devour the summoner and his or her companions.

Succubi remain on this plane and serve for a number of days equal to D10+4. The die is rolled individually for each Succubus successfully summoned. The Succubi may also be forcibly returned to their own plane whenever their Endurance is reduced to the point that they are reduced to unconsciousness or a counterspell is cast over them by

their summoner. Once returned to their own plane, they may not return to the aid of the summoner unless he performs another Ritual of Summoning Succubi. The Experience Multiple for this ritual is 300.

Succubi are lesser spirits of the seventh plane. They appear always in the form of tall, beautiful women with flowing hair which hides their small horns. They also possess membranous wings shaped like bats wings that fold down so as to be all but invisible when not in use. They have retractable fangs which they sometimes use to open the veins of those individuals whose blood they desire to drink.

Succubi all possess mastership at Rank 10 of all spells and talents of the College of the Mind. They possess the following talents: Assassin, Courtesan, Spy, Thief, Troubador. All Skills of Succubi are Rank 10. Succubi possess the following characteristics:

PS: 16-21 **MD:** 24-28 **AG:** 28-32
MA: 26-30 **EN:** 12-16 **FT:** 24-28
WP: 26-30 **PC:** 24-28 **PB:** 26-34
TMR: 7/8 **NA:** 2 DP per Strike

Succubi have a movement rate while running of 350 yards per minute and while flying of 400 yards per minute.

Succubi may attempt to bite during Close Combat with a Base Chance of 40%. Their bite does + 2 damage to Fatigue each Pulse. This drain continues so long as they continue to bite (they need not make another Strike Check). The Succubi will cease biting only when they have become stunned or unconscious or when their victim is dead. They never inflict specific Grievous Injuries, but may do Endurance damage. Their bite may be Rank 1 -10(roll D 10 to determine its exact Rank). Succubi do not wear armor and carry only small weapons that are easily concealed. They prefer envenomed weapons to all others.

Succubi will, at the behest of their summoner, attempt to meet, seduce, and then murder any individual of the summoner's choice. They will pursue their victim until returned to their own plane or until they succeed in killing him. Their specialty is to gain the confidence of the victim and then murder him in his bed. They cannot be harmed except by magic or by the touch of the Book of Toth, an ancient tome of magical lore found only in older and seldom frequented libraries. This rare volume immediately and permanently dissipates them, forcing them back to their own plane.

3. Ritual of Summoning Incubi (Q-3)

This ritual operates in the same manner of Q-2 (the Ritual of Summoning Succubi).

Incubi are exactly like Succubi, except that they appear only in the male form, rather than as females. They will tend to be 2-3 points stronger and will have 1-2 points less Endurance than Succubi, but will otherwise be the same. They also are immune to all but magic and the Book of Toth.

4. Ritual of Summoning Heroes (Q-4)

The Adept may summon a great hero from another dimension to assist him. This hero may be any character from the body of fantasy literature known to both the Adept and the GM. The GM always sets the characteristics of the hero, his weaponry and armor, the number and type of his companions (if any), and the length of time and terms under which he will remain in the Adept's dimension and assist him. The GM may limit the use of this ritual to periods when various celestial bodies are in conjunction (once a Game-Year or so). He need not inform the Adept of any details concerning the results of the summoning until it has been performed. **Example:** The GM may allow the Adept to summon Conan the Barbarian, but does not tell him that Conan will appear wrapped in bandages and infirm from a recent combat.

The Base Chance that this ritual will succeed will vary according to the hero the Adept is attempting to summon, but should usually be set at less than 20Vo. The Experience Multiple for this ritual is 500.

5. Ritual of True Speaking (Q-5)

Whenever any entity except a hero is summoned, the summoner may wish to ask him questions. In all cases, the veracity of the entity summoned (Incubus, Succubus, Demon) will be less than 100%. Sometimes it will be very near 100%, but in the case of a Demon who is particularly resentful that he has been summoned (or one that is a habitual liar) the chance of the entity telling the truth may be as low as 5%. The only way to be sure that the entity will tell the truth is to perform a Ritual of True Speaking and then ask the entity during the ritual for answers to the desired questions. The entity is required during the ritual to stand within a triangle and give answers to the summoner's questions. The ritual lasts for one full hour, and the summoner may do nothing else during the time the ritual is in progress except ask questions. The effects of the ritual do not extend beyond the end of the ritual. The Base Chance of forcing the entity into the triangle and successfully performing the ritual is 50%. The GM rolls D100 to determine the success of the ritual. He need not inform players of the result of the dice roll. The entity may passively resist the effects of the ritual. The Experience Multiple of this ritual is 250.

6. Ritual of Binding (Q-6)

An Adept may perform a Ritual of Binding in order to bind an entity other than a hero to this plane. He cannot normally control a Demon that is not bound except while inside the Pentacle he occupied when he summoned the Demon. Before he can leave the Pentacle or require any service of the Demon except for conversation and teaching of Skills, the summoner must in most cases perform a Ritual of Binding. The Base Chance of successfully binding a particular demon is equal to half (rounded down) the unmodified Base Chance to summon that Demon initially. The Demon can actively resist the workings of a Ritual of Binding.

Once bound, a demon will remain on this plane for a number of days equal to D10-3 (minimum of one day) and will serve the summoner more or less willingly during that time. In some cases, special conditions must be met to bind the demon. Usually, this means the giving of presents, most often human life. If the demon resists such an offering, he will have also broken the summoning and may turn on the summoner despite the fact that the summoner is protected by the Pentacle. When this happens, the summoner's player rolls D100. If the result is less than or equal to the summoner's Magic Resistance, the demon is banished to his own plane. If the result is greater than the summoner's Magical Resistance, the summoner is overcome by the will of the demon and voluntarily breaks the circle of protection allowing the demon to enter the pentacle and attack him.

Some demons will serve more willingly and faithfully than others. The details of which demons serve willingly and which resist service even when bound are discussed under the heading dealing with each particular demon. A summoner may control only one bound demon at a time, though he may summon other demons (or non-demonic entities) for purposes of conversation. He may voluntarily dismiss a demon at any time prior to the end of his service and the demon is immediately returned to his own dimension unless he has already broken the binding and turned on the summoner. The Experience Multiple for this ritual is 400.

[47.61 Special Knowledge Spells

There are no Special Knowledge Spells for this College.

[47.7] Special Knowledge Rituals

There are six separate Special Knowledge Rituals. Each is designed to summon a particular Rank of demon. There are six Ranks of demons: Duke, Prince, President, Earl, Marquis, and King. Each Rank is subject to certain limitations as to where and when it can be summoned.

All Ranks of demons are summoned in the same manner. The summoner announces the demon he is summoning and that demon's Rank. He then performs the appropriate Ritual of Summoning. At the end of the ritual (i.e., after one hour), a check is made to see if the ritual has been effective. The summoner's player rolls D100. If the result is equal to or less than the Base Chance of summoning the particular demon that is the object of the ritual, the demon is summoned and appears before the summoner. Otherwise, the demon does not appear and the summoner may not make a further attempt to summon that demon that day. He may attempt to summon another demon instead but must first repeat the Ritual of Cleansing. The description of each demon lists the Base Chance to summon that demon.

Special Knowledge Rituals may only be performed on days 2, 4, 6, 8, 10, 12 and 14 of

the cycle of the moon, Luna. They may be attempted on other days, but can never have any effect. There is a possibility that a character could lose track of time and attempt to employ a Special Knowledge Ritual on a day when it will not work. In such cases, the GM may choose not to inform the individual that the ritual can have no effect and may allow him to perform it anyway, only telling the player why he has been unable to summon a demon at the end of the ritual.

A character who knows a particular Ritual of Summoning may summon any of the demons of that Rank. The demons of each Rank are listed and described in the section dealing with the ritual used to summon those demons. Each description includes: the demon's name; the Base Chance of summoning (and binding) him; the percentage chance that the demon will agree to grant the summoner a companion from among his legions of lesser spirits; the special Talents, Skills and magical abilities of the demon; a quantification (given as a span of possible numbers) of the demon's characteristics; the demon's natural armor (given under the heading NA as the number of hits absorbed for each Strike); the natural weapons of the demon (and any other weapons habitually carried), and any special comments on the demon's nature or abilities. Also included is a short physical description of the demon. Demons may choose to bring along one or more hellhounds when summoned.

Demons are possessed of certain qualities not listed in their descriptions. All demons exercise their Skills at Rank 15 and magic powers at Rank 20. Demons are not subject to specific Grievous Injuries. Instead, they suffer Endurance damage. They can only be harmed by magic or by silvered weapons. Being creatures of mana, they are not prevented from performing magic by the presence of cold Iron. A demon automatically recovers from all injury by spending one full day in his own dimension. Once a demon is dismissed (returned to his own dimension), he cannot return to this plane in less than a day. A demon who has been dispelled by a counterspell or rendered unconscious, may return to this plane (by being resummoned in a new ritual) only after one full month in his own plane (spent reforming the scattered energy pulses that make up his being).

Demons may be controlled while the summoner stands within the Pentacle which he must draw to perform the summoning ritual. They will speak to the summoner under this circumstance and will sometimes tell the truth. To insure absolute honesty, a Ritual of True Speaking must be performed. To insure that the demon will not destroy the summoner once the ritual is over, a Ritual of Binding must be performed. A demon who is not bound must be dismissed at the end of the summoning (once the summoner is done speaking to the demon) and will then usually return to his own plane. However, a demon who is particularly savage or who has been offered a gift which he rejects will attempt to devour the summoner before departing. The summoner's player must then make a check against the summoner's Willpower to deter mine

if the summoner breaks the magical circle protecting him and fights the demon or remains safely within the Pentacle (in which case, the frustrated demon departs).

Adepts are not provided with a Shield when they are admitted to membership in the College of Greater Summoning. Such is not necessary to perform the rituals of the College. However, they may wish to make or have made a special Shield (actually a disc of metal engraved with symbols of occult power) to protect them during the summoning of demons (this shield is made by Adepts of the College of Shaping Magics — see *Arcane Wisdom*). A summoner who does not have a Shield can suffer backfire. A summoner who is using the proper Shield cannot suffer backfire. Backfire from a Special Knowledge Ritual consists of the appearance of the demon being summoned, but inside the circle of protection (Pentacle) so that the demon is free to attempt to destroy the summoner. In such cases, the demon may be returned to his own dimension by a counterspell (or by being rendered unconscious), but will otherwise remain on this plane and freely roam about attacking and destroying until somehow banished. It will not, however, begin roaming the earth until it has destroyed its summoner. Backfire occurs whenever a player rolls a number which is 30 or more greater than the modified Base Chance of summoning a particular demon while making a check to see if that demon is summoned. A backfire is treated as "no effect" if the summoner has the proper Shield in his hand during the ritual.

The individual Shields that will protect a summoner from backfire are discussed under each individual Ritual of Summoning. Shields only affect the summoning of demons. There is no backfire due to an ineffective attempt at employing any other Ritual of Summoning. Rituals of True Speaking and Binding may backfire (regardless of whether or not a Shield is employed) and result in the summoner being affected by his own ritual and forced either to answer all questions of the demon as truthfully as possible or to serve the demon so long as the demon remains on this plane. This backfire result may be passively resisted.

Note: The interaction between a player and the "demon characters" he summons is the most important aspect of the workings of this College, and the GM should strive to keep players on their toes by developing the demonic character as fully as possible (making him cooperative about some things and uncooperative about others, for example). Some demons are savage in the extreme and will always be out to do what damage they can short of murdering the summoner (and sometimes that is not excluded). Others are milder and will pass up a golden opportunity to devour their summoner. The notes on individual demons are meant to serve as a guide to their characters as well as their abilities. Their descriptions also give the forms in which they may appear. Often, these forms will be insubstantial and the demon will have no power (nor will anyone have power over him) while he is in those forms. However, the information is included as clues for the GM in structuring the demonic character.

1. Ritual of Summoning Demonic Dukes (R-1)

This ritual is used to summon the following demons from the seventh plane; Agares, Aim, Alloces, Amdusias, Astaroth, Barbatos, Bathin, Berith, Bune, Crocell, Dantalion, Eligos, Furcalor, Furcas, Gremory, Gusion, Havres, Murmur, Sallos, Uvall, Valefor, Vapula, Vephar and Zepar. The demons of this Rank may only be summoned between sunrise and noon on days when the weather is clear and the sun can be seen. Any attempt to perform this ritual at any other time will be totally ineffective.

The only Shield that will protect against the possibility of backfire while summoning Dukes is a disk of purest copper 12 inches across, inscribed with the names and signs of all the Dukes of the seventh plane. This shield may only be manufactured by a Shaping mage. It weighs 2 pounds and the average cost of manufacture will be 3000+ Silver Pennies. It takes about three months to manufacture. This ritual's Experience Multiple is 300.

AGARES: "The Duke of Changes"

Base Chance: 50% Lesser Spirits: 31%

Description: Agares appears as an aged and enfeebled man riding on a giant land turtle. A crow perches on his right wrist. He speaks with a voice that is brittle with age.

Talents, Skills, and Magic: Agares is an adept of the College of Illusions. He possesses the following skills: Alchemist, Astrologer, Beast Master, Healer, Merchant, Navigator, Spy. He inspires terror in the enemies (and sometimes the friends) of the summoner (roll on Fright Table). He is a linguist and a masterful teacher of languages. He may also cause earthquakes at will. He has the power to find those who hide themselves.

Movement Rates; Running: 50 yards per minute.

PS: 9 MD:12 AG:11 MA:33

EN: 14 FT: 26 WP: 35 PC: 36

PB: 10 TMR: I NA: 3 DP per Strike

Weapons: Agares has no natural weapons. He is treated as a human for purposes of unarmed combat. He may use weapons and wear armor.

Comments: Agares has a 25% chance of locating any individual of the summoner's choice (regardless of how far away the individual may be). He cannot, however, locate individuals on other planes of existence. The individual need not be hiding (he may simply be lost, for example) in order for Agares to exercise this power.



AIM: "The Fire Duke"

Base Chance: 63% **Lesser Spirits:** 26%

Description: Aim appears as a man with three heads. One head is human, the other is that of a serpent, and the third is that of a calf. He bears two stars on the forehead of his human head. In one hand he carries a ball of fire that is eternally blazing. He rides a large lizard with scales of midnight blue. Wherever he goes. Aim is surrounded by billowing clouds of red-tinged smoke.

Talents, Skills, and Magic: Aim is a master of the College of Fire. He possesses the following Skills: Alchemist, Military Scientist. He can set fire to any combustible object by touching it with the hand wherein resides his fireball. The fireball may not be thrown.

Movement Rates: Running: 250 yards per minute.

PS: 22 **MD:** 24 **AG:** 23 **MA:** 30

EN: 25 **FT:** 35 **WP:** 34 **PC:** 26

PB: 3 **TMR:** 5 **NA:** 3 DP per Strike.

Weapons: Aim may bite in Close Combat with his non-human heads. He has a BC of 45 % with his serpent head and a BC of 30% with his calf head. The serpent does +2 damage (plus D-3 per Pulse additional damage for poison) and the calf head does + 3 damage. The serpent's head is Rank 4 and the calf's head is Rank 2. Aim may not wear armor. He may use only one handed weapons.

Comments: Aim delights in all things having to do with fire and will gladly start a blazing inferno for the joy of watching the fire burn, even when bound. He must be watched carefully for this reason.

ALLOCES: "The Warrior Duke"

Base Chance: 74% **Lesser Spirits:** 36%

Description: Alloces appears as a man with a lion's face and eyes made of hot coals. He wears burnished armor and rides a great war horse. Alloces' flesh is like red gold. His voice is harsh and booming. Those who look directly into his eyes see their own death and are blinded for D+5 days afterward.

Talents, Skills, and Magic: Alloces is a practitioner of the arts of the college of Celestial Magics. He possesses the following Skills: Assassin, Navigator, Spy, Thief, Military Scientist.

Movement Rates: Running: 350 yards per minute.

PS: 30 **MD:** 28 **AG:** 32 **MA:** 29

EN: 26 **FT:** 38 **WP:** 32 **PC:** 29

PB: 10 **TMR:** 7 **NA:** 3 DP per Strike.

Weapons: Alloces bite has a BC of 45Vo of doing + 3 damage in Close Combat. It is Rank 7. Alloces is also armed as a knight with broadsword and buckler and ax, mace and knife.

Comments: Alloces will gladly serve a master who promises bloodshed, but will turn on the summoner if there is no fighting for a prolonged period and will attempt to drag the summoner into his mouth and devour him. Alloces may not be bound.

AMDUSIAS: "The Unicorn Duke"

Base Chance: 80% **Lesser Spirits:** 29%

Description: Amdusias appears as a silver unicorn. He will shed this insubstantial form and take on the shape of a tall, thin man with a white beard after a few moments. His transformation is accompanied by the sound of trumpets.

Talents, Skills, and Magic: Amdusias is a practitioner of the arts of the College of Celestial Magics. He possesses the following Skills: Beast Master, Healer, Ranger, Spy. He has the power to command trees to do his bidding in the same manner as a member of the College of Naming Incantations. He knows all Generic and Individual True Names, but will tell these only if his summoner is in dire need.

Movement Rates: Running: 250 yards per minute.

PS: 23 **MD:** 26 **AG:** 24 **MA:** 29

EN: 22 **FT:** 35 **WP:** 32 **PC:** 31

PB: 16 **TMR:** 5 **NA:** 3 DP per Strike

Weapons: Amdusias has no natural weapons and is treated as a man for purposes of unarmed combat. He will refuse to wear armor, but may employ all weapons.

ASTAROTH: "The Terrible Duke"

Base Chance: 66% **Lesser Spirits:** 40%

Description: Astaroth appears in the form of a dark angel all black and with a bloody mouth. He carries a viper coiled about his right hand and he rides an infernal dragon. He speaks gaily of horrible things and laughs readily at pain and disease. He is exceedingly cruel.

Talents, Skills, and Magic: Astaroth is a practitioner of the arts of the College of Necromantic Conjurations. He possesses the following Skills: Alchemist, Assassin, Military Scientist, Navigator. He knows the Generic and Individual True Names of all things, but will only tell these if it pleases him and he thinks that suffering may be increased thereby. He knows men's secrets and will tell them.

Movement Rates: Running: 350 yards per minute.

PS: 27 **MD:** 26 **AG:** 28 **MA:** 32

EN: 26 **FT:** 35 **WP:** 35 **PC:** 26

PB: 8 **TMR:** 9 **NA:** 3 DP per Strike.

Weapons: Astaroth's breath is poisonous to the same degree as chlorine and extends outward from his mouth 25 feet in a cone 10 feet wide at the base. He has no other natural weapons, but will usually carry a heavy mace which he uses in shattering the bones of his victims so that they will be crippled and take a long time dying.

Comments: Astaroth will readily serve the summoner, but only so long as he is pleased to do so. He will usually serve so long as the summoner is involved in much death and cruelty and will depart when these cease. Astaroth may not be bound. If the summoner attempts to bind him, Astaroth will turn on him and rend him and may claim his soul.

BARBATOS: "Duke of Virtues"

Base Chance: 53% **Lesser Spirits:** 30%

Description: Barbatos appears as a hunter in the company of an insubstantial host of soldiers led by four kings. He wears a green hood fringed in scarlet and a gray cloak.

Talents, Skills, and Magic: Barbatos is a member of the College of Naming Incantations. He possesses the following Skills: Assassin, Beast Master, Healer, Ranger and Spy. He is a linguist and understands the speech of birds and beasts as well as men. He can break an enchantment used to seal a place or treasure with his touch. He knows the Generic and Individual True Names of all things on earth.

Movement Rates: Running: 350 yards per minute.

PS: 23 **MD:** 27 **AG:** 29 **MA:** 32

EN: 25 **FT:** 35 **WP:** 34 **PC:** 34

PB: 16 **TMR:** 8 **NA:** 3 DP per Strike.

Weapons: Barbatos has no natural weapons. He is treated as a human for purposes of unarmed combat. He refuses to wear armor, but can employ any weapons.

Comments: Barbatos may not be compelled to tell the True Name of anything, but he may choose to do so if the need of the summoner is urgent.

BATHIN: "The Pale Duke"

Base Chance: 62% **Lesser Spirits:** 30%

Description: Bathin appears as a pale and cadaverous man riding a pale horse. His voice is soft and sad and can compel others to love him.

Talents, Skills, and Magic: Bathin is a practitioner of the arts of the College of the Mind. He possesses the following Skills: Alchemist, Beast Master, Healer, Troubador. He can transport men from place to place through the air and knows all of the virtues of herbs and stones. He is a patient teacher. The EP cost to learn a skill is halved if the skill is learned with Bathin's aid.

Movement Rates: Running: 350 yards per minute.

PS: 23 **MD:** 25 **AG:** 24 **MA:** 29

EN: 22 **FT:** 30 **WP:** 34 **PC:** 26

PB: 13 **TMR:** 7 **NA:** 2DP per Strike.

Weapons: Bathin has no natural weapons. He is treated as a human for purposes of unarmed combat. He may wear armor and employ all types of weapons.

BERITH: "The Savage Duke"

Base Chance: 65% **Lesser Spirits:** 26%

Description: Berith appears as a soldier dressed in red and riding a red horse. His face is seamed with what appear to be old scars and he has a black, bushy beard. His voice is subtle except when he is enraged. On his head is a crown of gold which appears to flame when the demon is aroused.

Talents, Skills, and Magic: Berith is a practitioner of the arts of the College of the Mind. He possesses the following Skills: Alchemist, Assassin, Merchant, Military Scientist, Spy, Thief. He can turn all metals to gold by touch. He also has knowledge of the past, present and future, but will only trade this knowledge for a life of man or woman.

Movement Rates: Running: 350 yards per minute.

PS: 28 **MD:** 25 **AG:** 26 **MA:** 29

EN: 25 **FT:** 32 **WP:** 31 **PC:** 24

PB: 11 **TMR:** 7 **NA:** 3 DP per Strike.

Weapons: Berith has no natural weapons. He is treated as a human for purposes of unarmed combat. Berith often carries a rapier and a main-gauche, both of which he keeps envenomed with a nerve poison. He will refuse to wear armor since this would cover his beautiful clothes, of which he is inordinately proud.

Comments: Berith delights in torture and will usually agree to serve only upon being guaranteed that he can torture any prisoners the party may take. These he will transport to another plane once they are captured and bound over to him. There, he will torture them at his leisure. If anyone attempts to deny him this boon (including the summoner), he will attack them. He may not be bound.

BUNE: "The Dragon Duke"

Base Chance: 64% **Lesser Spirits:** 30%

Description: Bune appears as a giant green dragon with three heads: one that is seemingly human, one that is like a dingo and one that is like a gryphon. He speaks with a high-pitched, but comely voice. His scales are jade and his talons are silver.

Talents, Skills, and Magic: Bune is a practitioner of the College of Necromantic Conjurations. He possesses the following Skills: Alchemist, Beast Master, Merchant, Military Scientist. He is also a linguist and knows the Generic True Name of all things. He will often bring his summoner presents in the form of gems or silver in exchange for an early dismissal from this plane.

Movement Rates: (yards per minute): Run: 500; Fly: 800.

PS: 180 **MD:** 9 **AG:** 12 **MA:** 30

EN: 90 **FT:** 100 **WP:** 32 **PC:** 28

PB: 2 **TMR:** 10/16 **NA:** 11 DP per Strike.

Weapons: Bune may roll over one hex characters as described in the multi-hex character rules. In addition, he may use his gryphon head to peck and his dingo head to bite while in Close

or Melee Combat. Both have a BC of 35% and do + 2 damage. They are Rank 3. Bune may use his talons in either Close Combat or Melee Combat with a BC of 50% and damage of + 6. His talons are Rank 10.

Comments: Bune requires an offering of human life before he will serve. Each head must have a life (3 total) and only lives which are pleasing to the demon will be accepted. If dissatisfied with an offering, Bune can break any binding and will attack and devour the summoner. He prefers newborn babies, but will accept maidens when in a jovial mood.

CROCELL: "Duke of the Bath"

Base Chance: 71% **Lesser Spirits:** 48%

Description: Crocell appears in the form of a dark angel with flowing silver hair and yellow cat's eyes. His voice is great and all-prevading and he ever speaks of things mystical and hidden.

Talents, Skills, and Magic: Crocell is a member of the College of Water Magics. He possesses the following Skills: Alchemist, Assassin, Astrologer, Healer, Merchant, Navigator, Spy, Troubador. He has the power to warm or cool waters. He can discover water even in the desert and can create the illusion of waters to fool the unwary.

Movement Rates: (yards per minute): Run: 250; Fly: 500.

PS: 30 **MD:** 28 **AG:** 26 **MA:** 30

EN: 32 **FT:** 40 **WP:** 33 **PC:** 25

PB: 11 **TMR:** 5/10 **NA:** 4DP per Strike.

Weapons: Crocell has no natural weapons. He is treated as a human for purposes of unarmed combat. He may, however, carry a sword whose blade is of infernal ice that can never melt and which inflicts burning wounds that later turn white and waxy and eventually turn black and rot unless cured by magic. He may also use any other weapons. He will not wear armor.

DANTALION: "The Duke of Faces"

Base Chance: 82% **Lesser Spirits:** 36%

Description: Dantalion appears in whatever human form he desires to put on and will wear the face of any man or woman in an ever changing pattern or he may be compelled by the summoner to wear only one face. In his right hand he carries a heavy book in which are written all the thoughts of all men or women who have ever been and only Dantalion can read the book.

Talents, Skills, and Magic: Dantalion is a mighty mage of the College of the Mind. He possesses the following Skills: Assassin, Beast Master, Courtesan, Healer, Spy. He knows the Generic and Individual True Names of all things, the thoughts of all beings and all that has been or will be. He cannot speak of these things, however, and any attempt at compelling him will lead to his return to his own plane.

Movement Rates: Running: 400 yards per minute.

PS: 20 **MD:** 22 **AG:** 21 **MA:** 30

EN: 20 **FT:** 30 **WP:** 35 **PC:** 26

PB: 23 **TMR:** 8 **NA:** 2 DP per Strike.

Weapons: Dantalion has no natural weapons and is treated as a human for purposes of unarmed combat. He may bear any weapons or wear armor, but prefers not to do so since this makes it harder for him to alter his shape at will.

Comments: Dantalion has great power, but there are limits placed on its use. He can employ his powers, but never pass them on. He can reveal the things he discovers as a result of his powers, but the knowledge which enables him to exercise those powers is forever hidden. He may never teach magic or Skills.

He can never prophesy for others.

ELIGOS: "The Knightly Duke"**Base Chance:** 55% **Lesser Spirits:** 60%**Description:** Eligos appears in the form of a goodly knight in black armor and riding a dark warhorse. In his right hand he carries a banner on a lance. It bears a legend which cannot be read except from another dimension. In his left hand he holds a curling serpent with ruby scales whose venom is acid.**Talents, Skills, and Magic:** Eligos is a practitioner of the arts of the College of Necromantic Conjurations. He possesses the following Skills: Assassin, Beast Master, Mechanician, Military Scientist, Ranger and Spy. He has the ability to predict with 25 Vo accuracy when and how wars will come and battles will be lost and won. he can discover all things hidden within 25 feet of him.**Movement Rates:** Running: 350 yards per minute.**PS:28 MD:24 AG:25 MA:29****EN: 26 FT: 35 WP: 31 PC: 28****PB: 13 TMR:7 NA: 3 DP per Strike.****Weapons:** Eligos has no natural weapons. He is armed with a lance, sword, mace, battle axe and sabre. The sabre is envenomed.**Comments:** Eligos is a great leader of men and inspires his allies whenever he enters battle. No one allied with Eligos will ever flee from combat so long as he is present.**FURCALOR: "Duke of the Waters"****Base Chance:** 68% **Lesser Spirits:** 30%**Description:** Furcalor appears as a humanoid with gryphon's wings and green, scaly skin. His hair is like seaweed and he smells of death and the sea. His voice is a whisper and is compelling when he suggests action to men.**Talents, Skills, and Magic:** Furcalor is a practitioner of the College of Water Magics. He possesses the following Skills: Astrologer, Beast Master, Merchant, Navigator. He has the power to command the beasts of the sea and to gather great storms at sea, but he has no power away from water. He breathes both water and air.**Movement Rates:** (yards per minute): Fly: 600; Swim: 200.**PS:27 MD:25 AG: 24 MA:33****LN: 77 FT: 35 WP: 35 PC: 28****PB: 11 TMR:12/4 NA: 4 DP per Strike.****Weapons:** Furcalor has no natural weapons. He is treated as a human for purposes of unarmed combat. He may wear specially tailored armor (to fit around his wings) and may employ any weapons.**Comments:** Furcalor is obsessed with slaying men by drowning them and he will pursue his calling ruthlessly at every opportunity unless bound by his summoner. He may only be summoned when the summoner is at sea or near the ocean.**FURCAS: "The Reaping Duke"****Base Chance:** 72% **Lesser Spirits:** 20%**Description:** Furcas appears in the guise of a cruel old man with a long, plaited beard, dressed in pale armor and riding a pale horse. In his hand he carries a scythe with which he cuts down those he wishes to torment, for those who fall to his scythe become his slaves and serve him in his own dimension. He speaks harshly and is ever preceded by a sound like the rattling of old bones.**Talents, Skills, and Magic:** Furcas is a master of the College of Necromantic Conjurations. He possesses the following Skills: Alchemist, Assassin, Astrologer, Merchant, Military Scientist, Navigator, Spy.**Movement Rates:** Running: 300 yards per minute.**PS:23 MD:25 AG:24 MA:29****EN: 24 FT: 36 WP:35 PC: 24****PB: 12 TMR: 6 NA: 2 DP per Strike.****Weapons:** Furcas has no natural weapons, but can call his scythe to him from other dimensions at will. The Scythe has a BC of 40%. It does + 8 damage and is Rank 10. It is a two-handed weapon. Only Furcas can wield the Scythe. He may use other weapons as well.**GREMORY: "The Duke of Songs"****Base Chance:** 76% **Lesser Spirits:** 26%**Description:** Oremory appears as a beautiful woman with flowing auburn hair riding on a camel. He wears a fillet of white gold and robes of black velvet trimmed in threads of white gold. His voice is rich and melodic.**Talents, Skills, and Magic:** Gremory is a master of the College of Illusions. He possesses the following Skills: Assassin, Merchant, Courtesan, Healer, Spy, Thief, Troubador. He can procure the love of women and can discover the location of treasures that are hidden within 50 feet of him. He knows the events of the past, present and future to a small degree and will prophesy for gain (15% accuracy).**Movement Rates:** Running: 300 yards per minute.**PS:20 MD:28 AG:29 MA:30****EN: 19 FT: 30 WP: 36 PC: 31****PB: 28 TMR: 6 NA: 2 DP per Strike.****Weapons:** Gremory has no natural weapons. He is treated as a human for purposes of unarmed combat. He always carries envenomed knives on his person and rings full of poison on his fingers. His poisons are extremely swift-acting (10 hits per pulse on the average). He will not wear armor, but may agree to carry gilded weapons.**Comments:** Gremory is a lover of beautiful women and will prophesy, speak of the past, seek treasure or any other thing desired by the summoner in exchange for the love of a comely young woman. Gremory usually tires of such liasons after a few months, however, and then may release his lover and return her to her own plane or may devour her.**GUSION: "The Wise Duke"****Base Chance:** 54% **Lesser Spirits:** 40%**Description:** Gusion appears in the guise of a mature and strong man in a saffron robe. He speaks softly and his advice always seems good in consequence.**Talents, Skills, and Magic:** Gusion is a master of the College of the Mind. He possesses the following Skills: Alchemist, Astrologer, Healer, Mechanician, Merchant, Military Scientist. He has the power to reconcile all but sworn enemies. He has knowledge of past events and can say what is happening at any moment in places that are far away. He can also see dimly into the future.**Movement Rates:** Running: 300 yards per minute.**PS: 23 MD: 25 AG: 24 MA: 29****EN: 21 FT: 30 WP: 32 PC: 21****PB: 18 TMR: 6 NA: 2 DP per Strike.****Weapons:** Gusion has no natural weapons. He is treated as a human for purposes of unarmed combat. He will not wear armor, but will employ any weapons provided by the summoner.**Comments:** Gusion's knowledge is never perfect. He only catches glimpses of events past, present and future and one can easily be misled by him, but he will always tell the truth as he knows it.**HAVRES: "The Leopard Duke"****Base Chance:** 78% **Lesser Spirits:** 36%**Description:** Havres first appears as a leopard with blazing eyes, but this is an insubstantial form. At the command of the

summoner, he will adopt the form of a dark man dressed in the skin of a leopard and with a terrible face and eyes which blaze with tongues of fire.

Talents, Skills, and Magic: Havres is a master of the College of Fire Magics. He possesses the following Skills: Assassin, Beast Master, Ranger. Havres has the power to create illusory fires which will destroy those who believe them to be real, but will do no harm to those who successfully disbelieve them. He knows something of the past, present and future and can see into places where there is/was/will be fire.

Movement Rates: Running: 400 yards per minute.

PS: 30 **MD:** 25 **AG:** 32 **MA:** 30

EN: 28 **FT:** 36 **WP:** 33 **PC:** 34

PB: 8 **TMR:** 8 **NA:** 3 DP per Strike.

Weapons: Havres has no natural weapons and is treated as a human for purposes of unarmed combat. He may carry weapons at the summoner's request. He will not wear armor.

Comments: Havres normally has only a 10Vo chance of accurately telling of past or future events or events which are happening far away, but if these events are happening close to fire, his chances improve greatly. The larger the fire and the closer it is to the event, the better Havres chances of seeing the event.

MURMUR: "Duke of Thrones"

Base Chance: 75% **Lesser Spirits:** 30%

Description: Murrmur appears as a warrior in green armor, riding on a gryphon and wearing a ducal crown. He is preceded by shades blowing trumpets.

Talents, Skills, and Magic: Murrmur is a practitioner of the arts of the College of Necromantic Conjurations. He possesses the following Skills: Alchemist, Assassin, Astrologer, Beast Master, Healer, Mechanician, Merchant, Military Scientist, Navigator. He also possesses the power to make the dead appear before the summoner and speak to him of their lives and deaths and to answer the questions he may put to them. .

Movement Rates: Running: 350 yards per minute.

PS: 27 **MD:** 23 **AG:** 25 **MA:** 29

EN: 23 **FT:** 35 **WP:** 33 **PC:** 31

PB: 15 **TMR:** 7 **NA:** 3 DP per Strike.

Weapons: Murrmur has no natural weapons. He is treated as a human for purposes of unarmed combat. He usually carries a heavy war hammer, a shield and a brace of knives.

SALLOS: "The Mighty Duke"

Base Chance: 57% **Lesser Spirits:** 30%

Description: Sallos appears as a mighty knight in silver armor mounted on a crocodile and wearing a ducal crown on his head. He comes in peace, though, and will fight only with reluctance.

Talents, Skills, and Magic: Sallos is a practitioner of the arts of the College of Ensorcelments and Enchantments. He possesses the following Skills: Beast Master, Healer, Military Scientist, Ranger, Troubador. He has the talent to inspire love between men and women.

Movement Rates: Running: 300 yards per minute.

PS: 24 **MD:** 25 **AG:** 25 **MA:** 29

EN: 26 **FT:** 34 **WP:** 32 **PC:** 31

PB: 21 **TMR:** 6 **NA:** 3 DP per Strike.

Weapons: Sallos has no natural weapon. He is armed with a sword and a main gauche.

Comments: Sallos would rather drink and wench than fight and kill and is, perhaps, something of a coward. Once in combat, though, he will not flee until all his enemies are dead.

UVALL: "Duke of Sands and Wastes"

Base Chance: 70% **Lesser Spirits:** 37%

Description: Uvall appears first as a large black dromedary. At the command of the summoner, he will leave this insubstantial form and adopt the form of a man garbed in flowing robes and burned dark, like one of the wild dwellers in the wastelands. His voice is always hushed and he speaks with menace.

Talents, Skills, and Magic: Uvall is a practitioner of the arts of the College of Illusions. He possesses the following Skills: Alchemist, Assassin, Beast Master, Merchant, Ranger, Spy, Thief. He has the power to procure for the summoner the love of women. He also can cause others to love the summoner and become devoted to him.

Movement Rates: Running: 350 yards per minute.

PS: 25 **MD:** 26 **AG:** 27 **MA:** 30

EN: 24 **FT:** 38 **WP:** 35 **PC:** 34

PB: 13 **TMR:** 7 **NA:** 3 DP per Strike.

Weapons: Uvall has no natural weapons. He is treated as a human for purposes of unarmed combat. He usually comes armed with a scimitar, spear and a brace of sharp throwing knives which break when they enter the victim's body and leave splinters that must be removed or they will burrow their way to the heart and kill the victim in D10+3 days.

Comments: Uvall has a small knowledge of the past, present and future of things and can be persuaded to speak (with 20Vo accuracy) by a gift of a young boy to serve him on his own plane. He is cunning and evil and will attempt to betray the summoner even when bound, though he will not directly attack him.

VALEFOR: "The Duke of Thieves"

Base Chance: 52% **Lesser Spirits:** 10%

Description: Valefor appears as a mountain lion with the head of an ass. He has a sharp, braying voice and an unpleasant manner.

Talents, Skills, and Magic: Valefor is a practitioner of the College of Ensorcelments and Enchantments. He possesses the following Skills: Assassin, Ranger, Spy and Thief. He sometimes represents himself as the god of thieves and the EP cost to learn the thief skill is halved if the skill is learned from Valefor.

Movement Rates: Running: 400 yards per minute.

PS: 30 **MD:** 4 **AG:** 32 **MA:** 33

EN: 29 **FT:** 36 **WP:** 35 **PC:** 35

PB: 4 **TMR:** 8 **NA:** 4 DP per Strike.

Weapons: Valfor may bite in Close Combat with a BC of 25% of doing + 1 damage. His bite is Rank 3. He may also use his claws in Melee or Close Combat with a BC of 45%. He does +2 damage with claws in Melee and +4 in Close Combat. His claws are Rank 5. He may not wear armor or employ man-made weapons.

Comments: Valefor will always counsel theft even where it involves stealing from companions and friends. He cannot be broken of that habit, no matter how he is bound. His advice will tend to be persuasive. Further, he will steal objects from castles or inns where his summoner might stay and secret them in the summoner's belongings.

VAPULA: "The Lion Duke"

Base Chance: 77% **Lesser Spirits:** 36%

Description: Vapula appears as a tawny lion with the wings of a gryphon and a red mane. He has great green eyes which seem full of wisdom and his voice is a quiet rumbling.

Talents, Skills, and Magic: Vapula is a member of the College of Earth Magics. He possesses the following Skills: Beast Master, Healer, Ranger.

Movement Rates: Running: 400 yards per minute.

PS:35 **MD:**4 **AG:**30 **MA:**32

EN: 28 **FT:** 36 **WP:** 34 **PC:** 31

PB:18 **TMR:**8 **NA:** 4 DP per Strike.

Weapons: Vapula may bite in Close Combat with a BC of 40% of doing +4 damage. His bite is Rank 5. Vapula may also use claws in Melee and Close Combat. He has a BC of 45% with claws in Melee and a BC of 55% with claws in Close Combat. His claws do + 6 damage and are Rank 8. He may not wear armor or employ weapons.

VEPHAR: "The Sea Duke"

Base Chance: 69% **Lesser Spirits:** 29%

Description: Vephar appears as a mermaid with emerald scales trimmed in silver and seaweed tangled in his hair. He may also appear at times to be a beautiful woman, but this shape is insubstantial and is used only to lure sailors to their deaths. His fingers are webbed and he has small gills behind his ears.

Talents, Skills, and Magic: Vephar is a master of the College of Illusions. He possesses the following Skills: Beast Master, Courtesan, Navigator. He can raise great storms at sea by willing it. Vephar also has the ability to cause horrible wounds by looking upon a man. These will appear as gashes, but will putrefy and fill with worms and within three days the victim will die unless cured by magic.

Movement Rates: Swimming: 600 yards per minute.

PS: 12 **MD:** 19 **AG:** 18 **MA:** 30

EN: 18 **FT:** 30 **WP:** 34 **PC:** 26

PB:28 **TMR:**12 **NA:** 4 DP per Strike.

Weapons: Vephar has no natural weapons and is treated as a human for purposes of unarmed combat. He may not wear armor, but may employ weapons.

Comments: Vephar cannot exit the sea. he becomes totally insubstantial and melts into his own plane if he attempts to do so. He can guide ships through any waters (even in the absence of sun and stars) and will always do so at the summoner's request.

ZEPAR: "The Red Duke"

Base Chance: 60% **Lesser Spirits:** 26%

Description: Zepar appears as a slight warrior with a clubfoot dressed all in red armor. He is of a dark mein and speaks in a grating voice filled with contempt for all who inhabit this plane.

Talents, Skills, and Magic: Zepar is a practitioner of the arts of the College of Illusions. He possesses the following Skills: Alchemy, Assassin, Merchant, Military Scientist, Spy and Troubador. He is able to cause women to fall in love with men and so allow themselves to be seduced. His touch, however, makes women barren.

Movement Rates: Running: 350 yards per minute.

PS: 18 **MD:** 29 **AG:** 28 **MA:** 30

EN: 26 **FT:** 35 **WP:** 32 **PC:** 28

PB:13 **TMR:**7 **NA:** 3 DP per Strike.

Weapons: Zepar has no natural weapons. He is treated as a human for purposes of unarmed combat. He may carry a variety of weapons, but all will be smeared with foul venom which inflicts horrible scarring injuries that may only be cured by magic. Zepar's envenomed weapons do 2 points of damage per hour to Fatigue or Endurance as a result of their poisonous coating.

Comments: Zepar is an unfaithful servant who always resents his summoner's ability to bring and hold him in this plane. He will make common cause with his summoner's enemies if they promise to return him to his own dimension, even if he is bound. However, when bound, he cannot directly attack his summoner and must act with guile.

2. Ritual of Summoning Demonic Princes (R-2)

This ritual is used to summon the following demons from the seventh plane: Gaap, Ipos, Orobas, Seir, Sitri, Stolas, Vassago. These demons may be summoned at any time of the day.

The only Shield that will protect against the possibility of backfire while summoning Princes is a disk of hammered tin inscribed with the names and symbols of the Princes of the seventh plane. This Shield may only be manufactured by a Shaping mage. It weighs 3 pounds and the average cost of manufacture will be 3000+ Silver Pennies. It takes about three months to manufacture. The Experience Multiple for this ritual is 350.

GAAP: "The Servant Prince"

Base Chance: 52% **Lesser Spirits:** 66%

Description: Gaap appears as a man dressed in animal skins and accoutered for war. He is bronzed (as if by the sun) and looks to be a man of the wilderness. Behind him come the insubstantial shades of four princes whom he appears always to serve and guide.

Talents, Skills, and Magic: Gaap is a master of the College of Ensoelments and Enchantments. He possesses the following Skills: Alchemist, Assassin, Beast Master, Healer, Mechanician, Navigator, Ranger, Spy, Thief. He has the power to break the ties between a magician and his familiar and to send the familiar back to whence he came. He can teleport beings within their plane by willing it.

Movement Rates: Running: 350 yards per minute.

PS: 28 **MD:** 26 **AG:** 27 **MA:** 31

EN: 28 **FT:** 36 **WP:** 33 **PC:** 35

PB:12 **TMR:**7 **NA:** 3 DP per Strike.

Weapons: Gaap has no natural weapons. He is treated as human for purposes of unarmed combat. However, see below. Gaap may wear no armor. He carries any weapons the summoner provides.

Comments: Those who touch Gaap will have their senses stolen for a number of minutes equal to DIOO. Thereafter, they will awaken to find that they love that which they formerly hated and hate that which they once loved. The effect of Gaap's touch will last until dispelled by magic.

IPOS: "The Prince of Fools"

Base Chance: 49% **Lesser Spirits:** 36%

Description: Ipos appears as an angel with a lion's head, the feet of a goose and the tail of a hare. He has a sweet voice and is an accomplished musician.

Talents, Skills, and Magic: Ipos is a master of the College of Illusions. He possesses the following Skills: Healer, Spy, Thief and Troubador. He can speak truly of what has happened or is about to happen in a place he occupies. He has the talent of making men bold and will use this talent no matter how he is bound. Those affected by the talent add 10 to their Willpower in the presence of Ipos.

Movement Rates: (yards per minute): Run: 200; Fly: 400

PS: 24 **MD:** 21 **AG:** 18 **MA:** 34

EN: 26 **FT:** 35 **WP:** 38 **PC:** 29

PB:11 **TMR:**4/8 **NA:** 4 DP per Strike.

Weapons: Ipos bites for + 2 damage in Close Combat. He has a BC of 45% with his bite. It is Rank 4. Ipos will not wear armor. He will carry any weapons provided by the summoner.

Comments: Ipos makes *all* men in his presence bold (not merely the summoner and friends) when he uses his talent. Further, men are more likely to fight than talk when they are in the presence of Ipos and come among strangers. Those affected by Ipos talent will never flee danger and will fight to the death.

OROBAS: "The Equine Prince"

Base Chance: 65% **Lesser Spirits:** 20%

Description: Orobas appears in the form of a great black stallion with a carmine main and flowing carmine tail. His hooves are silver and sharpened like those of a warhorse. He speaks in the squeeling voice of a horse.

Talents, Skills, and Magic: Orobas is a practitioner of the arts of the College of Naming Incantations. He possesses the following Skills: Beast Master, Healer, Navigator, Ranger, Spy, Thief. Orobas knows the Generic and Individual True Names of all things of this plane. He will gladly permit the summoner to acquire these names, but will provide them to no one else.

Movement Rates: Running: 500 yards per minute.

PS: 45 **MD:** 20 **AG:** 20 **MA:** 30

EN: 30 **FT:** 35 **WP:** 32 **PC:** 31

PB: 24 **TMR:** 10 **NA:** 4 DP per Strike.

Weapons: Orobas may bite for + 2 damage in Close Combat. His BC for biting is 30% and his bite is Rank 2. He may use his hooves to strike in Melee Combat or to trample in Close Combat. They have a BC of 40% in Melee and do + 3 damage. In Close Combat they have a BC of 55% and do + 6 damage.

They are Rank 6. Orobas will wear the barding of a warhorse if the summoner provides it. He uses no weapons.

Comments: Orobas is a faithful retainer and, once bound, will look after the summoner's well being as if it were his own. He will be especially careful to protect the summoner from the powers and whiles of other demons or spirits the summoner may encounter. He will even permit the summoner to ride him as a horse.

SEIR: "The Willing Prince"

Base Chance: 75% **Lesser Spirits:** 26%

Description: Seir appears as a handsome man with hair the color of corn and eyes like ice riding a silver stallion with gryphon wings. He speaks with a soft and cheerful voice and is of a good nature and always amenable to the desires of the summoner.

Talents, Skills, and Magic: Seir is a practitioner of the College of Air Magics. He possesses the following Skills: Astrologer, Healer, Merchant, Navigator, Spy, Troubador. He has knowledge of all thefts and can sometimes tell where the loot is hidden. He can pass over the entire earth at the twinkling of an eye and can carry others with him. He brings abundance of things in his wake.

Movement Rates: Running: 350 yards per minute.

PS: 25 **MO:** 22 **AG:** 26 **MA:** 29

EN: 24 **FT:** 32 **WP:** 31 **PC:** 32

PB: 23 **TMR:** 7 **NA:** 3 DP per Strike.

Weapons: Seir has no natural weapons. He is treated as a human for purposes of unarmed combat. Seir will not wear armor or carry any weapons except a quarterstaff.

Comments: Characters in the company of Seir and his summoner will always experience a flood of good luck so far as physical objects are concerned. The average value of treasure they may acquire will be 10% greater than what they may acquire when not in company with Seir.

SITRI: "The Beautiful Prince"

Base Chance: 47% **Lesser Spirits:** 60%

Description: Sitri appears as a large, muscular man with the head of a leopard and the wings of a gryphon. He may also appear in insubstantial form as a man who is unbearably beautiful and well-formed or as a lovely woman of sensual mein.

Talents, Skills, and Magic: Sitri is a master of the College of Illusions. He possesses the following Skills: Assassin, Beast

Master, Courtesan, Spy, Thief, Troubador. Sitri has the power to enflame men and women with the love of each other and to cause them to show themselves naked and frolic with one another in unseemly ways.

Movement Rates: (yards per minute): Run: 350; Fly: 400.

PS: 30 **MD:** 25 **AG:** 26 **MA:** 33

EN: 28 **FT:** 35 **WP:** 34 **PC:** 25

PB: 35 **TMR:** 7/8 **NA:** 3 DP per Strike.

Weapons: Sitri may bite during Close Combat with a BC of 45% and +2 damage. His bite is Rank 4. Sitri will wear armor if the summoner has it specially made for him and will use any weapons provided.

Comments: Sitri is a lover of all things carnal and will not be prevented from encouraging carnal activity or using his special talents, no matter how he is bound.

STOLAS: "The Raven Prince"

Base Chance: 54% **Lesser Spirits:** 26%

Description: Stolas appears as a massive raven with talons of silver and eyes rimmed with red. He speaks with a cracked and horrible voice.

Talents, Skills, and Magic: Stolas is a mage of the College of Air Magics. He possesses the following Skills: Assassin, Beast Master, Navigator, Spy, Thief. He knows the magical powers and virtues of all herbs and stones and will speak the truth about these when requested to do so.

Movement Rates: Flying: 500 yards per minute.

PS: 14 **MD:** 6 **AG:** 12 **MA:** 29

EN: 21 **FT:** 28 **WP:** 32 **PC:** 34

PB: 13 **TMR:** 10 **NA:** 3 DP per Strike.

Weapons: Stolas has a BC of 40% of doing + 1 damage in Close Combat with his beak. It is Rank 4. He has a BC of 45% of doing + 3 damage in Close Combat with his talons. They are Rank 6. Stolas cannot wear armor or use weapons.

VASSAGO: "Prince of Prophecy"

Base Chance: 45% **Lesser Spirits:** 26%

Description: Vassago appears as an aged man riding a crocodile and carrying on his right wrist a Goshawk. His eyes are hollow and see into other dimensions, but he is blind in this dimension.

Talents, Skills, and Magic: Vassago is a mage of the College of Naming Incantations. He possesses the following Skills: Alchemist, Healer, Troubador. Vassago has the ability to locate things which have been hidden or lost if he is within 100 feet of them. He also knows all Generic and Individual True Names, but is reluctant to tell these names except to save the life of the summoner.

Movement Rates: Running: 150 yards per minute.

PS: 12 **MD:** 13 **AG:** 13 **MA:** 35

EN: 17 **FT:** 28 **WP:** 37 **PC:** 19

PB: 12 **TMR:** 3 **NA:** 2 DP per Strike.

Weapons: Vassago has no natural weapons. He is treated as a human for purposes of unarmed combat. Vassago cannot wear armor or use weapons.

Comments: There is only a 40% chance that Vassago will reveal a True Name in the absence of physical danger to the summoner. There is only a 50% chance that he will willingly tell the location of a hidden or lost object. He may be compelled to speak of these things through the performance of a Ritual of True Speaking.

3. Ritual of Summoning Demonic Presidents (R-3)

This ritual is used to summon the following demons from the seventh plane: Avnas, Buer, Carnio, Foras, Haagenti, Labolas, Malphas, Marbas, Volac and Voso. These demons may only be summoned during daylight.

The only shield that will protect against the possibility of backfire while summoning Presidents is a disk of base metal (other than cold iron) coated with quicksilver. This shield may only be manufactured by a Shaping mage. It weighs 3 pounds and the average cost to manufacture will be 4000+ Silver Pennies. It takes about four months to manufacture. The Experience Multiple for this ritual is 450.

AVNAS: "President of Fire"

Base Chance: 50% **Lesser Spirits:** 36%

Description: Avnas appears as a pillar of fire and smoke.

Those who look into the flames can see the panorama of the history of other dimensions and can sometimes read the events of their own plane and even their own future. At the command of the summoner, Avnas will abandon this insubstantial form and take on the form of a small withered brown man.

Talents, Skills, and Magic: Avnas is a mage of the College of Fire. He possesses the following Skills: Alchemist, Astrologer, Healer, Mechanician, Merchant, Navigator. Avnas can locate any treasure that is guarded by spirits, ghosts or other undead and that is within 500 feet of him.

Movement Rates: Running: 350 yards per minute.

PS: 14 **MD:** 26 **AG:** 21 **MA:** 38

EN: 19 **FT:** 30 **WP:** 40 **PC:** 33

PB: 12 **TMR:** 7 **NA:** 2 DP per Strike.

Weapons: Avnas has no natural weapons. He is treated as a human for purposes of unarmed combat. He may not wear armor or use weapons.

Comments: Avnas may be ordered to take form as a pillar of fire at any time. However, in that state, he cannot act on this plane and his fire will not burn those who touch it. It will instead feel cold and dead and those who touch it will see their own death.

BUER: "The Star President"

Base Chance: 37% **Lesser Spirits:** 50%

Description: Buer appears always as a Centaur, armed with a great bow. His skin is silver and shimmers like starlight. His hair is all white and his eyes are the color of Mars.

Talents, Skills, and Magic: Buer is a master of the College of Celestial Magics. He possesses the following Skills: Healer, Navigator, Ranger, Troubador. Buer's touch can heal all hurts and diseases, especially those which have been caused by magic. He is a great teacher of languages and will freely pass on his knowledge to others.

Movement Rates: Running: 500 yards per minute.

PS: 38 **MD:** 25 **AG:** 28 **MA:** 30

EN: 25 **FT:** 35 **WP:** 33 **PC:** 32

PB: 19 **TMR:** 10 **NA:** 4 DP per Strike.

Weapons: Buer uses weapons as a man. In addition, his hooves do + 4 damage in Close Combat due to trampling. The BC for use of hooves is 60%. They are Rank 8. Buer may use any weapons, but may not wear armor.

CAWIO: "The Thrush President"

Base Chance: 47% **Lesser Spirits:** 30%

Description: Carnio first appears as a small thrush, but then leaves this insubstantial form and takes on that of a yellow-skinned man. He carries in his hand a sharp sword smeared with venom. He does not speak, but is, nonetheless, a great disputer.

His words appear before his hearers as letters written in the air with fiery coals.

Talents, Skills, and Magic: Carnio is a member of the College of Fire. He possesses the following Skills: Beast Master, Healer, Ranger, Spy, Thief. Carnio is a great linguist and will willingly teach his summoner the languages of birds and mammals and also teach him to understand what has passed in a place by reading the speech of running waters.

Movement Rates: Running: 400 yards per minute.

PS: 18 **MD:** 23 **AG:** 26 **MA:** 35

EN: 24 **FT:** 35 **WP:** 38 **PC:** 36

PB: 14 **TMR:** 8 **NA:** 2 DP per Strike.

Weapons: Carnio has no natural weapons. He is treated as a human for purposes of unarmed combat. Carnio will wear any armor provided by the summoner and will carry other weapons, but will not use them unless his sword is damaged.

Comments: Carnio will always give true answers to all things.

FORAS: "President and Lord of Seekers"

Base Chance: 42% **Lesser Spirits:** 29%

Description: Foras appears in the form of a strong man, unarmed and mild seeming.

Talents, Skills, and Magic: Foras is a master of the College of Illusion. He possesses the following Skills: Astrologer, Healer, Mechanician, Merchant, Navigator, Troubador. He has the power to make men temporarily invisible. He is a linguist and a teacher of language. He also has the ability to discover things hidden (especially treasure) if he is within 50 feet of them.

Movement Rates: Running: 350 yards per minute.

PS: 33 **MD:** 28 **AG:** 28 **MA:** 32

EN: 27 **FT:** 35 **WP:** 34 **PC:** 27

PB: 23 **TMR:** 7 **NA:** 3 DP per Strike.

Weapons: Foras has no natural weapons. He is treated as a human for purposes of unarmed combat. Foras will wear any armor provided by the summoner and will carry and use weapons.

Comments: Foras will grant long life (triple life span) to those who will worship him and know no other gods or converse with other demons. As a teacher he may pass on Skills at the rate of one hour being equal to one month of training under any human teacher and at half the normal EP cost.

HAAGENTI: "The Winged President"

Base Chance: 45% **Lesser Spirits:** 33%

Description: Haagenti at first appears as a red bull with a Gryphon's wings and horns tipped in gold, but this form is insubstantial and at the command of the summoner he will put on the shape of a red man with black hair.

Talents, Skills, and Magic: Haagenti is a mighty member of the College of Enspellments and Enchantments. He possesses the following Skills: Alchemist, Healer, Merchant, Navigator. Haagenti can change wine into water and water into wine with a touch. He can also transmute all metals into gold with a touch. One hour spent learning alchemy under the tutelage of Haagenti is the equivalent of two months learning from a human. The EP cost to achieve Rank with this skill is halved (round down) when taught by Haagenti.

Movement Rates: Running: 350 yards per minute.

PS: 40 **MD:** 25 **AG:** 23 **MA:** 35

EN: 28 **FT:** 40 **WP:** 38 **PC:** 24

PB: 13 **TMR:** 7 **NA:** 4 DP per Strike

Weapons: Haagenti has no natural weapons. He is treated as a human for purposes of unarmed combat. Haagenti will wear armor and use weapons provided by the summoner.

Comments: Haagenti's office is to make men wise and he will instruct anyone (not merely the summoner) and demand no fee if the lesson is well-learned, but will become enraged if he feels that the pupil has been lax and will turn on him and rend him with his powerful hands.

LABOLAS: "President and Master of Murderers"

Base Chance: 40% **Lesser Spirits:** 36%

Description: Labolas always appears in the form of a winged mastiff. His wings are always those of a Griffon and bear him at great speeds. His mouth is covered in froth from his slavering and gnashing of teeth.

Talents, Skills, and Magic: Labolas is a member of the College of Illusions. He possesses the following Skills: Assassin, Beast Master, Military Scientist, Ranger, Spy, Thief. He can teach any Skill of which he is possessed in an hour at no EP cost, but demands as his reward a life. If the offering is not pleasing to him, he will take the life of the summoner instead. He prefers human lives to all others.

Movement Rates: Running: 350 yards per minute; Flying: 500 yards per minute.

PS: 18 MD: 3 AG: 15 MA: 32
 CM: 10 FT: 30 WP: 14 PC: 11

PB: 2 TMR: 7/10 NA: 4 DP per Strike.

Weapons: Labolas may bite in Close Combat with a BC of 50%. He does +2 damage and his bite is Rank 8. The bite of Labolas always becomes infected. Labolas may never wear armor or carry or use weapons.

Comments: Labolas is capable of reconciling enemies when he so desires, but prefers strife and bloodshed. His psychic life requires manslaughter and he will seek to promote it at every opportunity, even among the summoner's family and companions.

MALPHAS: "President of Deceivers"

Base Chance: 45% **Lesser Spirits:** 40%

Description: Malphas appears as a large crow, but this form is insubstantial and will melt away at the summoner's request to reveal the form of a dark man dressed in black velvet studded with precious gems. His voice will be rough, but deep and compelling.

Talents, Skills, and Magic: Malphas is a member of the College of Celestial Magics. He possesses the following Skills: Alchemist, Assassin, Beast Master, Merchant, Ranger, Spy, Thief. He is also a master of spoken and written language. He knows the art of magically raising houses and high towers. He also knows the secret desires of the summoner's enemies and will reveal those thoughts upon request.

Movement Rates: Running: 350 yards per minute.

PS: 26 MD: 25 AG: 27 MA: 29
 EN: 25 FT: 35 WP: 30 PC: 30

PB: 18 TMR: 7 NA: 2 DP per Strike.

Weapons: Malphas has no natural weapons. He is treated as a human for purposes of unarmed combat. Malphas will refuse to wear armor. However, he will use any weapons provided by the summoner.

Comments: Malphas will deceive the summoner knowingly and willfully unless compelled to tell the truth by a Ritual of True Soeakine.

MARBAS: "President and Master of the Seal"

Base Chance: 35% **Lesser Spirits:** 36%

Description: Marbas first appears as a tawny lion with a black mane and bloody muzzle, but this form is insubstantial. Upon the order of the summoner, he will adopt the guise of a golden-skinned man with a shock of black hair.

Talents, Skills, and Magic: Marbas is a master of the College of Illusions. He possesses the following Skills: Alchemist, Mechanician, Merchant, Military Scientist. He has the power to inflict on men rotting diseases by the merest touch. He also may change the shape of men by his touch so that they become as wolves or bears. He has knowledge of many of the secrets of the universe.

Movement Rates: Running: 350 yards per minute.

PS: 26 MD: 29 AG: 24 MA: 29

EN: 26 FT: 38 WP: 32 PC: 25

PB: 16 TMR: 7 NA: 2 DP per Strike.

Weapons: Marbas has no natural weapons. He is treated as a human for purposes of unarmed combat. Marbas will wear any armor and use any weapons provided by the summoner.

Comments: Marbas is a speaker of truth and will never knowingly deceive his summoner. He knows the Generic True Names of all things and knows the Individual True Names of many beings who are wealthy and famous.

VOLAC: "The Dragon President"

Base Chance: 52% **Lesser Spirits:** %

Description: Volac appears as a child with the wings of an angel riding on the back of an infernal two-headed red dragon. He speaks with a high pitched and silly voice, but his words are always true, if not wise.

Talents, Skills, and Magic: Volac is a practitioner of the College of Naming Incantations. He possesses the following Skills: Beast Master, Ranger, Spy, Thief, Troubador. He can locate treasure hidden anywhere within 25 feet of him. Volac can also call serpents and cause them to obey him once they have arrived. Volac knows and will tell the Generic True Names of all things.

Movement Rates: (yards per minute): Run: 250; Fly: 500.

PS: 11 MD: 18 AG: 17 MA: 36

EN: 18 FT: 30 WP: 39 PC: 35

PB: 26 TMR: 5/10 NA: 2 DP per Strike.

Weapons: Volac has no natural weapons. He is treated as a human for purposes of unarmed combat. He may use weapons, but will not wear armor.

VOSO: "The Leopard President"

Base Chance: 49% **Lesser Spirits:** 30%

Description: Voso appears as a mighty leopard with terrible green eyes and spots tinged with carmine. He speaks with a cunning voice, the better to fool his victims. He will attempt to devour the summoner unless bound.

Talents, Skills, and Magic: Voso is a great member of the College of Ensorcelments and Enchantments. He possesses the following Skills: Alchemist, Healer, Mechanician and Navigator. He has the power to change a man's form by touch into another form so that his victim does not know that he has been ensorcelled and believes himself always to have had the form given him by Voso. He knows many secrets.

Movement Rates: Running: 500 yards per minute.

PS: 35 MD: 4 AG: 32 MA: 35

EN: 29 FT: 36 WP: 37 PC: 31

PB: 20 TMR: 10 NA: 4 DP per Strike.

Weapons: Voso's bite does +2 damage in Close Combat. It has a BC of 45% and is Rank 6. Voso may use his claws in either Melee or Close Combat. They have a BC of 40% in Melee and of 60% in Close Combat and do + 4 damage. They are Rank 8. Voso will not use weapons or wear armor.

Comments: Voso knows the Generic and Individual True Names of all things and beings. He will, however, reveal a True Name only if he is provided with a human victim (preferably a maiden or child since their flesh is the most tender). A new victim must be provided for each True Name the summoner wishes to acquire.

4. Ritual of Summoning Demonic Earls (R-4)

This ritual is used to summon the following demons from the seventh plane: Andromalius, Bifrons, Botis, Furfur, Malthus, Marax, Raum and Renove. These demons may be summoned only in woods and hills and only in places that are quiet. They may be summoned at any time of the day or night.

The only shield that will protect against the possibility of backfire while summoning Earls is a disk of hammered bronze inscribed with the names of the Earls of the seventh plane. This shield may be manufactured by Shaping magicians. It weighs three pounds and the average cost to manufacture will be 5000 + Silver Pennies. It will take about four months to manufacture. The Experience Multiple for this ritual is 500.

ANDROMALIUS: "Earl of Justice"

Base Chance: 45% **Lesser Spirits:** 36%

Description: Andromalius appears as a large man of fearsome mean holding a viper in one hand. He dresses all in cloth of gold.

Talents, Skills, and Magic: Andromalius is a member of the College of Naming Incantations. He possesses the following Skills: Alchemist, Astrologer, Beast Master, Healer, Mechanician, Merchant Navigator, Ranger, Spy. He also has the ability to discover any hidden treasure within 200 feet of where he is standing.

Movement Rates: Running: 300 yards per minute.

PS: 26 **MD:** 23 **AG:** 24 **MA:** 29

EN: 25 **FT:** 35 **WP:** 30 **PC:** 33

PB: 13 **TMR:** 6 **NA:** 3 DP per Strike.

Weapons: Andromalius has no natural weapons. He is treated as a human for purposes of unarmed combat. He will refuse to wear armor, but will use any weapons provided by the summoner.

Comments: Andromalius is dedicated to the punishment of thievery wherever he finds it and to the return of the victims valuables. He will turn on any summoner who attempts to steal while in his company. He may also react in the same manner to underhanded dealing even with non-humanoid beings.

BIFRONS: "Earl of the Dead"

Base Chance: 38% **Lesser Spirits:** 6%

Description: Bifrons may appear in insubstantial form as a horned monster, but always appears as a handsome young man when fully material.

Talents, Skills, and Magic: Bifrons is a member of the College of Necromantic Conjurations. He possesses the following Skills: Alchemist, Assassin, Beast Master, Merchant Ranger, Spy, Thief. He is also a great Navigator and an hour spent learning navigation from Bifrons is equal to a month spent learning the art elsewhere and costs no EP's. Whenever he passes a place of the dead at night candles will appear lit on the graves.

Movement Rates: Running: 350 yards per minute.

PS: 23 **MD:** 26 **AG:** 28 **MA:** 32

EN: 24 **FT:** 31 **WP:** 34 **PC:** 32

PB: 22 **TMR:** 7 **NA:** 3 DP per Strike.

Weapons: Bifrons has no natural weapons. He is treated as a human for purposes of unarmed combat. Bifrons will wear any armor and use any weapons provided by the summoner. He prefers envenomed weapons.

Comments: Bifrons has the power to make dead bodies appear as they did when they were alive so that it cannot be told that they are dead and corrupted.



BOTIS: "The Ugly Earl"

Base Chance: 25% **Lesser Spirits:** 60%

Description: Botis will first appear as a large, horrible snake of insubstantial form. At the command of the summoner, he will take on human form, but with great teeth and sharp horns. He will be carrying an envenomed sword.

Talents, Skills, and Magic: Botis is a member of the College of Ensoelments and Enchantments. He possesses the following Skills: Alchemist, Astrologer, Beast Master, Navigator, Ranger, Spy. He has the power to make all but bitter sworn enemies friendly to each other while in his presence. He also has the ability to tell what has transpired in any place he occupies and part of what will (may) transpire there.

Movement Rates: Running: 350 yards per minute.

PS: 27 **MD:** 24 **AG:** 25 **MA:** 30

EN: 25 **FT:** 35 **WP:** 30 **PC:** 35

PB: 11 **TMR:** 7 **NA:** 3 DP per Strike.

Weapons: Botis may do + 1 damage with his bite in Close Combat with a BC of 35% of hitting his target. His bite is Rank 4. He may make a single horn attack in Close Combat with a BC of 30% of doing + 3 damage. His horns are Rank 6. The venom of his sword does 6 damage points per Pulse. He will wear any armor provided and employ other weapons if the summoner desires, but will prefer to use his sword.

FURFUR: "Earl of Storms and Lightning"

Base Chance: 32% **Lesser Spirits:** 26%

Description: Furfur appears as a hart with a fiery tail. He may also take on an insubstantial form as an angel, but only when forced within a triangle and compelled by a Ritual of True

Speaking to utter truth instead of the falsehoods he prefers. Furfur speaks with a rough and grating voice that is extremely unpleasant.

Talents, Skills, and Magic: Furfur is a master of the College of Air Magics. He possesses the following Skills: Alchemist, Mechanician, Navigator, Ranger, Spy. Furfur can raise thunder and lightnings and cause great storms to form. He also is able to influence men and women to make love and participate in perversions by the sound of his voice.

Movement Rates: Running: 400 yards per minute.

PS: 32 **MD:** 4 **AG:** 28 **MA:** 31
EN: 28 **FT:** 34 **WP:** 32 **PC:** 33
PB: 18 **TMR:** 8 **NA:** 3 DP per Strike.

Weapons: Furfur may use his horns in Melee or Close Combat and his hooves in Close Combat. His horns have a BC of 45% and do +4 damage. His hooves have a BC of 50% and do +3 damage. They are both Rank 8. Furfur will not use weapons or wear armor.

Comments: Furfur knows many secrets of things that have happened or will happen on the earth, but he will not speak truthfully unless compelled by a Ritual of True Speaking.

MALTHUS: "Earl of Death and Havoc"

Base Chance: 34% **Lesser Spirits:** 26%

Description: Malthus appears in the form of a large, filthy buzzard. His feathers are black as night and his eyes are the color of new blood. He carries about him the smell of carrion.

Talents, Skills, and Magic: Malthus is a mage of the College of Necromantic Conjurations. He possesses the following Skills: Alchemist, Assassin, Beast Master, Mechanician, Military Scientist, Navigator, Spy, Thief. He is a great general and can build strong forts and organize warriors to march and to slaughter and can keep them supplied by his arts when they are in far places.

Movement Rates: (yards per minute): Run: 100; Fly: 500.

PS: 25 **MD:** 10 **AG:** 14 **MA:** 32
EN: 22 **FT:** 33 **WP:** 33 **PC:** 31
PB: 4 **TMR:** 2/10 **NA:** 3 DP per Strike.

Weapons: Malthus may attack with beak and talons in Close Combat. The BC to Strike with either is 40%. His beak does +1 damage and his talons do +3. both are Rank 5. Malthus may never wear armor or use weapons.

Comments: Malthus will never be a willing servant. If he does agree to serve, he will do so only under the condition that he be allotted a daily portion of human flesh and will be made free to eat the flesh of the summoner if the required diet is not forthcoming. He may not be bound.

MARAX: "The Learned Earl"

Base Chance: 27% **Lesser Spirits:** 30%

Description: Marax appears as a bull with a man's face and is exceedingly ugly.

Talents, Skills, and Magic: Marax is a mage of the College of Celestial Magics. He possesses the following Skills: Alchemist, Beast Master, Healer, Merchant Navigator, Ranger. He is especially learned in the use of herbs and stones to produce magic.

Movement Rates: Running: 400 yards per minute.

PS: 60 **MD:** 3 **AG:** 20 **MA:** 29
EN: 34 **FT:** 42 **WP:** 29 **PC:** 24
PB: 3 **TMR:** 8 **NA:** 6 DP per Strike.

Weapons: Marax may charge in the same manner as a multi-hex character in combat. His horns have a BC of 50% of doing +6 damage in Close Combat and are Rank 5. His hooves have a BC of 50% of doing +5 damage in Close Combat and are Rank 4. Marax will not use weapons or wear armor.

RAUM: "Earl of Theft and Destruction"

Base Chance: 36% **Lesser Spirits:** 30%

Description: Raum first appears as a crow with bloody talons. Upon the command of the summoner he divests himself of this insubstantial form and adopts that of a tall, gaunt man.

Talents, Skills, and Magic: Raum is a Magician of the College of Earth Magics. He possessed the following Skills: Assassin, Beast Master, Healer, Merchant Ranger, Spy, Thief, Troubador. He has the power to cause the earth to quake and to make fall the walls of cities. He can make all but the summoner's sworn enemies love him and be willing to lay down their lives in the service of the summoner.

Movement Rates: Running: 300 yards per minute.

PS: 21 **MD:** 28 **AG:** 26 **MA:** 29
EN: 26 **FT:** 35 **WP:** 33 **PC:** 31
PB: 14 **TMR:** 6 **NA:** 2 DP per Strike.

Weapons: Raum has no natural weapons, he is treated as a human for purposes of unarmed combat. Raum will wear any armor and use any weapons the summoner provides.

Comments: Raum has some knowledge of what has been and will be and will speak truthfully of what he knows about a place he occupies.

REMOVE: "The Beautiful Earl"

Base Chance: 30% **Lesser Spirits:** 19%

Description: Remove first appears as a cloud of red mist, but will adopt human form at the summoner's behest. He then becomes a beautiful young boy with a melodious voice which is unbearably sweet to the listener.

Talents, Skills, and Magic: Remove is a mage of the College of Illusions. He possesses the following Skills: Assassin, Beast Master, Courtesan, Healer, Merchant, Navigator, Ranger, Spy, Thief, Troubador. He also has a deep knowledge of rhetoric and is a master of spoken and written tongues. He has the ability to reconcile all but the bitterest of enemies and is a great teacher of the young.

Movement Rates: Running: 300 yards per minute.

PS: 13 **MD:** 26 **AG:** 28 **MA:** 35
EN: 19 **FT:** 30 **WP:** 35 **PC:** 31
PB: 30 **TMR:** 6 **NA:** 2 DP per Strike.

Weapons: Remove has no natural weapons. He is treated as a human for purposes of unarmed combat. Remove will wear any armor and use any weapons the summoner provides.

Comments: An hour spent learning any of his Skills in the company of Remove is equal to a month spent learning the same Skill from any human teacher and costs half (round down) the normal number of EP's. However, Remove's tastes are not natural, and he will demand that the summoner either lie with him or procure him others more to his taste in return for any lessons.

5. Ritual of Summoning Demonic Marquis (R-5)

This ritual is used to summon the following demons from the seventh plane: Amon, Andras, Andrealphus, Cimejus, Decarabia, Forneus, Leraje, Marehosias, Naberius, Orias, Phenex, Samigina, Savnok and Shaz. These demons may only be summoned between 3 in the afternoon and sunrise.

The only Shield that will protect against the possibility of backfire while summoning Marquis is a disk of fine silver inscribed with the names of the Marquis of the seventh plane. This shield may only be manufactured by a Shaping mage. It weighs 3 pounds and the average cost of manufacture will be 7000 Silver Pennies. It will take about five months to manufacture. The Experience Multiple for this ritual is 550.

AMON: "The Marquis of Fire"**Base Chance:** 17% **Lesser Spirits:** 40%**Description:** Amon appears as a wolf with a serpent's tail. In this form he has the capacity to spit fire balls to a distance of 20 feet. He may also appear as a raven-headed man (often with a dog's teeth).**Talents, Skills, and Magic:** Amon is a mage of the College of Fire Magics. He has no Skills, but possesses the following powers: He may give a true account of events that have passed in the place he is standing and may guess accurately at what is to come in that place. He also has the power to cause all but sworn enemies to look upon each other as true friends and to desire each other's company above others.**Movement Rates:** Running: 400 yards per minute.**PS:** 26 **MD:** 5/20 **AG:** 29/23 **MA:** 30**EN:** 23 **FT:** 35 **WP:** 28 **PC:** 31**PB:** 6 **TMR:** 8 **NA:** 3 DP per Strike.**Weapons:** When in wolf form, Amon may use his claws to rend in Close Combat with a BC of 50% and damage of + 2. Amon's claws are Rank 8. In both wolf and man-raven form, Amon may bite or peck in Close Combat with a BC of 45% of doing +3 damage. Amon's bite is Rank 8. Amon's fireballs are useable in Ranged or Melee Combat, have a BC of 40%, do +6 damage, and are Rank 9.**Comments:** Where two numbers are given for one of Amon's characteristics, the first applies to him in wolf form, the second in raven-man form.**ANDRAS: "Marquis of Discord"****Base Chance:** 35% **Lesser Spirits:** 30%**Description:** Andras appears as an angel with the head of a raven. He rides a dire wolf and carries a magical sword aloft in his right hand. The sword burns as with fire and drains 2 Fatigue Points when it hits in addition to any other damage it may do. In all other respects, Andras' sword is treated as a normal broadsword.**Talents, Skills, and Magic:** Andras is a mage of the College of the Mind. He possesses the following Skills: Assassin, Beast Master, Military Scientist, Spy, Thief. His presence in a party will be an automatic cause of disruption and discord since he delights in such things and may not be made to cease encouraging bad feelings even when bound.**Movement Rates:** Run: 350 yard per minute;

Fly: 450 yards per minute.

PS: 28 **MD:** 30 **AG:** 29 **MA:** 30**EN:** 27 **FT:** 36 **WP:** 25 **PC:** 29**PB:** 31 **TMR:** 7 **NA:** 3 DP per Strike.**Weapons:** Andras possesses no natural weapons. He is treated as a human in unarmed combat. Andras may wear specially manufactured armor and carry weapons provided by the summoner. He will always use his sword, however, in preference to other weapons unless it is broken.**ANDREALPHUS: "The Beautiful Marquis"****Base Chance:** 37% **Lesser Spirits:** 30%**Description:** Andrealphus appears initially as a great and beautiful Peacock, but this is an insubstantial form, and he is without power in that guise. At the summoner's command, he will be forced to adopt the form of a man.**Talents, Skills, and Magic:** Andrealphus is a member of the College of Illusions. He possesses the following Skills: Alchemist, Mechanician, Merchant, Navigator. He is a great teacher of all forms of measurement and celestial studies. An hour in his teaching will increase the pupil's abilities in counting and measuring fourfold. Any Skill dependent upon such talents will also be increased thereby and subsequent increase in Rank will cost only half EP's (round down).**Movement Rates:** Running: 350 yards per minute.**PS:** 26 **MD:** 25 **AG:** 25 **MA:** 30**EN:** 24 **FT:** 35 **WP:** 32 **PC:** 25**PB:** 17 **TMR:** 7 **NA:** 2 DP per Strike.**Weapons:** Andrealphus has no natural weapons. He is treated as a human in unarmed combat. Andrealphus may wear armor and use weapons provided by the summoner, but only if they are silvered or gilded. He will not use any other kind of armor or weapons.**Comments:** For a payment of the life of a human being, Andrealphus will turn the summoner into a bird for a period of one hour. Each individual transformation or hour of transformation must be purchased by the sacrifice of an additional human being. Andrealphus eats the souls of those sacrificed in this manner. He must be present during the sacrifice.**CIMEJES: "Marquis of the Dark Continent"****Base Chance:** 38% **Lesser Spirits:** 20%**Description:** Cimejes appears as a powerful black man riding upon a black horse.**Talents, Skills, and Magic:** Cimejes is a master of the College of Ensorcelements and Enchantments. He Possesses the following skills: Alchemist, Beast Master, Healer, Merchant, Military Scientist, Spy, Thief. He is a great linguist. He also has the ability to find things that have been lost or hidden (especially treasure) anywhere within 100 feet of him.**Movement Rates:** Running: 350 yards per minute.**PS:** 26 **MD:** 24 **AG:** 24 **MA:** 29**EN:** 27 **FT:** 38 **WP:** 31 **PC:** 32**PB:** 18 **TMR:** 7 **NA:** 3 DP per Strike.**Weapons:** Cimejes has no natural weapons. He is treated as a human in unarmed combat. He will wear any armor and use any weapons provided by the summoner, but will first insist that any armor be lacquered black to match his skin.**DECARABIA: "The Maiquis in the Pentode"****Base Chance:** 39% **Lesser Spirits:** 30%**Description:** Decarabia will first appear as a bright star burning inside a pentacle of fire and will remain in this insubstantial and powerless form until ordered to adopt human form by the summoner. Upon adopting human form, Decarabia will appear naked and remain so unless clothed by the summoner. He will always be surrounded by a barely-detectable blue aura where his skin is exposed.**Talents, Skills, and Magic:** Decarabia is a member of the College of The Mind. He possesses the following Skills: Alchemist, Beast Master, Merchant, Ranger and Troubador. He can command all types of birds by their Generic and Individual True Names in the same manner as a Namer, despite the fact that he is not a member of the College of Naming Incantations.**Movement Rates:** Running: 350 yards per minute.**PS:** 24 **MD:** 25 **AG:** 25 **MA:** 31**EN:** 23 **FT:** 34 **WP:** 34 **PC:** 37**PB:** 26 **TMR:** 7 **NA:** 3 DP per Strike.**Weapons:** Decarabia has no natural weapons. He is treated as a human in unarmed combat. He will wear any armor and use any weapons provided by the summoner.**FORNEUS: "Marquis of the Waters"****Base Chance:** 23% **Lesser Spirits:** 29%**Description:** Forneus appears as a great monster of the sea 30 feet long and 6 feet in diameter. His scales are precious stones, his eyes are like fire and the flesh of drowned sailors clings to his teeth.**Talents, Skills, and Magic:** Forneus is the greatest mage of the College of Water Magics. He possesses the following skills:

Beast Master, Military Scientist and Navigator. He also is a great linguist and may make men knowing in tongues. An hour spent in his company in the learning of a language is equal to two months of learning from any non-demonic teacher.

Movement Rates: Swimming: 600 yards per minute.

PS: 150 **MD:** None **AG:** 28 **MA:** 38

EN: 60 **FT:** 80 **WP:** 35 **PC:** 25

PB: 2 **TMR:** 12 **NA:** 10 DP per Strike.

Weapons: Forneus may roll over one hex characters, using his entire body as a weapon (but with no chance of falling) as described in the multi-hex character rules. In addition, his bite may be used in Melee or Close Combat to do 2D+5 damage (total possible damage of 25) with a BC of 50% and a Rank of 10. Forneus may not wear armor. Since he has no gripping members, he may not use weapons.

Comments: The Ritual of Summoning Forneus may only be performed while at sea or on a coastline where Forneus can remain in the water. He may never appear on land.

LERAJE: "The Marquis of Archers"

Base Chance: 19% **Lesser Spirits:** 30%

Description: Leraje appears as a man clothed in forest green and carrying a great bow and quiver.

Talents, Skills, and Magic: Leraje is a member of the College of Earth Magics. He possesses the following skills: Alchemist, Assassin, Beast Master, Military Scientist, Navigator, Ranger, Spy, Thief and Troubador. He also possesses the power to make wounds that have been inflicted by arrows or quarrels putrify.

Add 60 to the Infection Chance whenever Leraje or anyone assisted by him inflicts damage with arrows.

Movement Rates: Running: 350 yards per minute.

PS: 28 **MD:** 30 **AG:** 27 **MA:** 28

EN: 24 **FT:** 35 **WP:** 26 **PC:** 35

PB: 32 **TMR:** 7 **NA:** 4 DP per Strike.

Weapons: Leraje possesses no natural weapons. He is treated as manlike in that respect. However, the Greatbow he carries may only be pulled by him. It has a Range of 450 hexes (2250 feet) and a BC of 75%. It does +6 damage. He will not wear armor, but may carry other weapons. Leraje will always use his bow in preference to all other weapons, however.

Comments: Leraje is a lover of strife and will attempt to provide battle whenever possible. Chance encounters between normally neutral parties will usually end in a bloody combat to the death if Leraje is present and this should be taken into account by the GM.

MARCHOSIAS: "Marquis of the Seventh Throne"

Base Chance: 25% **Lesser Spirits:** 30%

Description: Marchosias appears as a great Ox with the wings of a Gryphon, the tail of a serpent and a breath of fire shaped like a cone 6 feet long and 4 feet wide at the base. He may take the shape of a man, but will be insubstantial and powerless in this form.

Talents, Skills, and Magic: Marchosias is a practitioner of the College of the Mind. He possesses the following skills: Beast Master, Military Scientist and Ranger.

Movement Rates: (yards per minute): Run: 400; Fly: 300.

PS: 65 **MD:** 5 **AG:** 18 **MA:** 28

EN: 35 **FT:** 45 **WP:** 30 **PC:** 25

PB: 6 **TMR:** 8/6 **NA:** 6 DP per Strike.

Weapons: Marchosias may charge in the same manner as a multi-hex character in combat. His horns have a BC of 40% of doing +4 damage and are Rank 10. His hooves have a BC of 45% of doing +5 damage in Close Combat. Marchosias breath

has a BC of 70% in Melee Combat, but may not be used in Close Combat. It does +10 damage and is Rank 3.

Comments: Marchosias loves a good fight and will always counsel attack in any situation, often disobeying his summoner in his desire to charge and rend the enemy.

NABERIUS: "The Valiant Marquis"

Base Chance: 21% **Lesser Spirits:** 19%

Description: Naberius appears as a large black crane which flutters around the summoner and speaks in a rough and grating voice.

Talents, Skills, and Magic: Naberius is a master of the College of the Mind. He possesses the following skills: Alchemist, Assassin, Healer, Mechanician, Merchant, Military Scientist, Navigator, Spy, Thief and Troubador. Naberius is a great teacher and an hour spent in his company learning a skill is equal to two weeks attempting to learn the skill with nondemonic aid and allows the student to progress at half the normal EP cost.

Movement Rates: (yards per minute): Run: 250; Fly: 350.

PS: 20 **MD:** 16 **AG:** 18 **MA:** 36

EN: 20 **FT:** 33 **WP:** 34 **PC:** 27

PB: 22 **TMR:** 5/7 **NA:** 3 DP per Strike.

Weapons: Naberius beak does +3 damage in either Melee or Close Combat with a 50% BC.. It is Rank 8. Naberius claws may be used to grip weapons. In addition, they have a BC of 45% of doing +1 damage in Close Combat. They are Rank 6. Naberius may not wear armor.

Comments: Naberius has the special power to restore lost dignities by manipulating events to the summoner's advantage. A summoner who has lost favor at court might use the power of Naberius to help him regain his station. The GM must take this special power into account.

ORIAS: "The Celestial Marquis"

Base Chance: 33% **Lesser Spirits:** 30%

Description: Orias appears in the form of a lion, but with the tail of a serpent. He bears in his front claws a pair of great hissing serpents and rides a mightily-thewed warhorse.

Talents, Skills, and Magic: Orias is a mage of the College of Celestial Magics. He possesses the following Skills: Beast Master, Navigator. He can reconcile all but the most bitter enemies and any summoner who finds his favor will be subject to assistance in acquiring honors and dignities.

Movement Rates: Running: 500 yards per minute.

PS: 35 **MD:** 9 **AG:** 30 **MA:** 30

EN: 34 **FT:** 42 **WP:** 32 **PC:** 34

PB: 18 **TMR:** 10 **NA:** 4 DP per Strike.

Weapons: The demon's claws do +4 damage in Melee and Close Combat and have a BC of 40%. They are Rank 6. The demon's bite does +3 damage in Close Combat and has a BC of 45%. It is Rank 4. Orias may not use weapons or wear armor.

PHENEX: "The Immortal Marquis"

Base Chance: 27% **Lesser Spirits:** 20%

Description: Phenex always appears as the great bird, the Phoenix. He speaks with the voice of a small child and sings sweetly and hypnotically to any who will listen.

Talents, Skills, and Magic: Phenex is a practitioner of the College of the Mind. He possesses the following Skills: Alchemist, Beast Master, Healer, Mechanician, Merchant Military Scientist, Navigator, Troubador. The songs of Phenex will hypnotise his victims (including the summoner) who will then willingly enter the demon's mouth to be devoured. Care must always be taken when dealing with him.

Movement Rates: (yards per minute): Run: 200; Fly: 400.

PS: 75 **MD:** 16 **AG:** 18 **MA:** 30
EN: 26 **FT:** 32 **WP:** 33 **PC:** 27
PB: 34 **TMR:** 4/8 **NA:** 5 DP per Strike.

Weapons: The demon's beak does +6 damage in Melee or Close Combat and has a BC of 40%. It is Rank 5. The demon's claws do +4 damage in Melee or Close Combat, have a BC of 35% and are Rank 3. Phenex may not wear armor or use weapons.

Comments: Phenex is ever hungry for human flesh and will attempt to sing except when bound so as to draw victims close to his mouth where they can be devoured.

SAMIGINA: "Marquis of Dead Souls"

Base Chance: 15% **Lesser Spirits:** 30%

Description: Samagina appears as a small ass though he may take on human form if the summoner so orders.

Talents, Skills, and Magic: Samagina is a master of the College of Necromantic Conjurations. He possesses the following skills: Alchemist Healer, Mechanician, Merchant, Military Scientist, Navigator, Troubadour. He has the power to converse with and give an account of all beings who have died except for servants of the Forces of Light.

Movement Rates: Running: 350 yards per minute.

PS: 25/23 **MD:** 5/20 **AG:** 20/25 **MA:** 30

EN: 30 **FT:** 40 **WP:** 30 **PC:** 32

PB: 10 **TMR:** 7 **NA:** 4 DP per Strike.

Weapons: When in the form of an ass, Samagina may bite in Close Combat with a BC of 50% of doing +2 with a Rank of 10. He may also trample with his hooves in Close Combat with a BC of 50% or use his hooves in Melee Combat with a BC of 40%. His hooves are Rank 10 and do +4 damage. Samagina will never agree to use weapons or wear armor.

Comments: Where two numbers are given for one of Samagina's characteristics, the first is for his ass form, the second for his human form.

SAVNOK: "Marquis of Corruption"

Base Chance: 30% **Lesser Spirits:** 50%

Description: Savnok appears as a great warrior with the head of a lion riding a pale horse.

Talents, Skills, and Magic: Savnok is a member of the College of Earth Magics. He possesses the following Skills: Beast Master and Military Scientist. In addition, he possesses the power to raise high towers, castles, and cities from out of earth and stone and to shape for them furniture and armor. Any wounds he inflicts will automatically become infected and will not be cured except by magic.

Movement Rates: Running: 350 yards per minute.

PS: 28 **MD:** 30 **AG:** 29 **MA:** 30

EN: 26 **FT:** 35 **WP:** 33 **PC:** 29

PB: 24 **TMR:** 7 **NA:** 4 DP per Strike.

Weapons: Savnok's bite inflicts +4 damage in Close Combat and has a BC of 50%. It is Rank 4. Savnok may appear wearing any type of armor. He prefers axes, spears, and daggers, but will use other weapons if the summoner provides them.

Comments: Savnok may start horrible plagues which cause their victims to break out in rotten sores full of worms and which will ultimately lead to death unless cured by magic.

SHAZ: "The Thieving Marquis"

Base Chance: 31% **Lesser Spirits:** 30%

Description: Shaz appears as a great bird speaking with a subtle voice.

Talents, Skills, and Magic: Shaz is a member of the College of Illusions. He possesses the following Skills: Assassin, Merchant, Ranger, Spy, Thief. He may will an individual to lose his sight or hearing or ability to comprehend the spoken word if the summoner so desires. He is an accomplished thief and a hoarder

of useful things (especially fine horses) which he keeps in his dimension.

Movement Rates: (yards per minute); Run: 150; Fly: 450.

PS: 23 **MD:** 18 **AG:** 26 **MA:** 30

EN: 25 **FT:** 35 **WP:** 38 **PC:** 35

PB: 18 **TMR:** 3/9 **NA:** 3 DP per Strike.

Weapons: Shaz's beak does +2 damage in Melee or Close Combat, has a BC of 50%, and is Rank 8. His talons do +1 damage and have a BC of 40%. They are Rank 5 and may be used in Melee or Close Combat. Shaz may not use weapons or wear armor.

Comments: Shaz is an inveterate liar and deceiver. If commanded to reveal information or fetch items from his hoard, there is only a 50% chance that he will speak entirely true or fetch the right items unless he is placed in a triangle and compelled by a Ritual of True Speaking.

6. Ritual for Summoning Demonic Kings (R-6)

This ritual is used for summoning the following demons from the seventh plane: Asmoday, Bael, Balam, Beleth, Belial, Palmon, Purson, Vine and Zagan. These demons may only be summoned between 9 in the morning and noon and between 3 in the afternoon and sunset.

The only shield that will protect against the possibility of backfire while summoning Kings is a disk of hammered gold inscribed with the names of the Kings of the seventh plane. This Shield may only be manufactured by Shaping magicians. It weighs three pounds and the average cost of manufacture will be 15,000 Silver Pennies. It will take about six months to manufacture. The Experience Multiple for this ritual is 600.

ASMODY: "The Infernal King"

Base Chance: 13% **Lesser Spirits:** 72%

Description: Asmoday appears as a man with three heads (that of a man, a bull, and a ram). He has a serpent's tail and breathes a cone of fire 25 feet long and 10 feet wide at the extreme end. His feet are webbed like those of a goose, and he comes riding upon a great infernal dragon and carries a heavy spear with a banner. The blade of his spear is poisoned.

Talents, Skills, and Magic: Asmoday is a master of the College of the Mind. He possesses the following Skills: Alchemist, Beast Master, Military Scientist, Mechanician, Merchant, Navigator, Healer. In addition, Asmoday has the power to locate any treasure hidden within 50 feet of him. He also has the power to turn those who serve him into beasts for short periods if they so desire.

Movement Rates: Running: 350 yards per minute.

PS: 25 **MD:** 30 **AG:** 28 **MA:** 35

EN: 25 **FT:** 35 **WP:** 36 **PC:** 29

PB: 4 **TMR:** 7 **NA:** 4 DP per Strike.

Weapons: Asmoday may make two horn attacks in Close Combat in addition to any other attacks. Each has a BC of 35% and does +2 damage. They are both Rank 10. In addition, Asmoday's breath of fire has a BC of 50% in Melee and of 80% in Close Combat and does +4 damage. It is Rank 5. He may not wear armor, but will accept other weapons for use in addition to his spear if they are gilded.

Comments: Asmoday will not serve the summoner unless he is provided with a maiden upon whom he may visit his carnal desires once his service is complete. He will immediately transport her to his own dimension upon agreeing to serve the summoner. He may not be bound.

BAEL: "The King in the East"

Base Chance: 5% **Lesser Spirits:** 66%

Description: Bael may appear as either a man, a toad, or a cat, or he may appear as a man with the tail and claws of a cat and

the head of a toad. He is recognizable by his hoarse sinister voice. The form he most often adopts and that he uses in combat is that of the toad-headed man-cat. He may adopt a new form at will.

Talents, Skills, and Magic: Bael is a master of the College of Ensorcelments and Enchantments. He has the power to make himself totally invisible at will.

Movement Rates: Running: 300 yards per minute.

PS:25 MD:23 AG:25 MA:30

EN: 23 FT: 35 WP:35 PC: 30

PB: 4 TMR:6 NA: 3 DP per Strike.

Weapons: Bite has a BC of 40%, does -1 damage, and is always Rank 10. Claws have a BC of 45%, do +2 damage, and are always Rank 10. Bite may only be used in Close Combat. Claws may be used in either Melee or Close Combat. Bael will not wear armor, but will use gilded weapons if the summoner provides them.

BALAM: "The Terrible King"

Base Chance: 15% **Lesser Spirits:** 40%

Description: Balam appears as a man with three heads (one of a man, one of a bull, and one of a ram), the tail of a serpent, and bright flaming red eyes that can be seen at a great distance. He usually comes riding upon a great bear and carries a Goshawk on one wrist. He speaks with a hoarse voice.

Talents, Skills, and Magic: Balam is a mage of the College of the Mind. He possesses the following Skills: Alchemist, Merchant, Spy, Troubador. He also has the power to make men witty — each hour spent in the company of Balam counts as one month of training in the Troubador Skill and no EP's are expended to advance in this skill as a result of his teaching.

Movement Rates: Running: 300 yards per minute.

PS:25 MD:23 AG:21 MA:34

EN: 22 FT: 32 WP: 30 PC: 20

PB: 3 TMR:6 NA: 3 DP per Strike.

Weapons: Balam may make two horn attacks in Close Combat in addition to any other attacks. Each has a BC of 30% and does +2 damage. They are both Rank 10. Balam will refuse to wear armor, but will accept and use gilded weapons if the summoner provides them. He will not always return these weapons.

BELETH: "The Mad King"

Base Chance: 9% **Lesser Spirits:** 85%

Description: Beleth always appears in the shape of a large man riding a pale horse. He is preceded by music and appears in a rage whereat he will attempt to kill anything not within the summoner's circle of protection. He breathes a cone of fire 25 feet long and 10 feet wide at the extreme end.

Talents, Skills, and Magic: Beleth is a master of the College of Fire Magics. In addition, he is possessed of the talent of causing any individuals of the summoner's choice (not necessarily humanoids) to submit to the sexual desires of the summoner until he (the summoner) is sated.

Movement Rates: Running: 300 yards per minute.

PS:22 MD:23 AG:22 MA:29

EN: 24 FT: 35 WP: 30 PC: 26

PB: 10 TMR:6 NA: 3 DP per Strike.

Weapons: Beleth's breath has a BC of 50% in Melee Combat and of 80% in Close Combat and does +4 damage. It is Rank 3. Beleth will wear silver or gilded armor (he much prefers the latter) if provided by the summoner and will use gilded weapons. He will claim these as gifts before departing this plane.

BELIAL: "King of Fire"

Base Chance: 19% **Lesser Spirits:** 50%

Description: Belial appears as a two-headed angel and may ride a chariot of fire. He speaks with a comely voice.

Talents, Skills, and Magic: Belial is a mage of the College of Fire. He also possesses the following Skills: Merchant, Beast Master. He will cause all but sworn enemies of the summoner to look upon the summoner as their true friend as described in 39.

Movement Rates: (yards per minute): Run: 300; Fly: 400

PS: 28 MD: 30 AG: 23 MA: 31

EN: 25 FT: 37 WP: 30 PC: 30

PB: 28 TMR: 6/8 NA: 3 DP per Strike.

Weapons: Belial has no natural weapons. Belial will demand gifts of gilded armor and weapons before he can be bound to service. He will never return these to the summoner. He is treated as a -human for purposes of unarmed combat.

Comments: The services of Belial must be paid for in advance in the only coin he will accept: human suffering. As part of the Ritual of Summoning Belial, the summoner must torture to death a human being (preferably an innocent child or a maiden since Belial prefers the suffering of innocents and may refuse an offering of a warrior). He may not be bound.

PALMON: "King of Dominations"

Base Chance: 7% **Lesser Spirits:** 100%

Description: Palmon appears as a man with a crown of light upon his head and is often seen riding a dromedary. His appearance will always be accompanied by the sound of trumpets and cymbals played by an invisible band of demonic musicians. His voice is heard as a roaring at first, but he can be compelled to speak understandably as a man.

Talents, Skills, and Magic: Palmon is a master of the College of the Mind. His Skills include: Alchemist, Astrologer, Beast Master, Healer, Mechanician, Merchant, Military Scientist, Navigator, Ranger, Troubador.

Movement Rates: Running: 300 yards per minute.

PS: 22 MD: 24 AG: 24 MA: 34

EN: 23 FT: 34 WP: 35 PC: 35

PB: 25 TMR: 6 NA: 3 DP per Strike.

Weapons: Palmon has no natural weapons. He is treated as a human for purposes of unarmed combat. He will use weapons and armor that are gilded if these are provided by the summoner.

Comments: Palmon may be accompanied by two kings (Abalim and Labal) who assist and protect him. Each will possess characteristics 2 to 3 points lower than Palmon's. They will possess the same Skills and Magics, but only at Rank 10. Neither Palmon nor the two Kings may be behind.

PURSON: "The Comely King"

Base Chance: 11% **Lesser Spirits:** 22%

Description: Purson appears as a muscular and well-proportioned man, but with the face of a lion and carries a viper in his hand. He is preceded by trumpets and often appears riding upon a bear. He may also appear in insubstantial form as a fairy.

Talents, Skills, and Magic: Purson is a member of the College of Namers and knows the Generic True Name of all things on the Mundane Plane. He has an 80% chance of knowing the Individual True Name of any being he encounters. He possesses the following Skills: Alchemist, Astrologer, Healer, Mechanician, Merchant, Military Scientist, Navigator.

Movement Rates: (yards per minute): Run: 300; Fly: 500.

PS:21 MD:23 AG:23 MA:33

EN: 21 FT: 35 WP: 34 PC: 35

PB: 12 TMR: 6/10 NA: 3 DP per Strike.

Weapons: Purson's bite has a BC of 40% of doing + 2 damage in Close Combat and is Rank 6-8. Purson will wear gilded armor and use gilded weapons if they are provided by the summoner.

VINE: "The Lion-Headed King"**Base Chance:** 12% **Lesser Spirits:** 36%**Description:** Vine always appears as a lion-headed man, sometimes riding a great black horse and bearing a viper in his hand.**Talents, Skills, and Magic:** He is a mage of the College of Naming Incantations. He also possesses the following Skills: Alchemist, Merchant, Military Scientist, Navigator, Mechanician. Vine has the ability to control weather, create earthquakes, detect the presence of magic, and transport and bind stone into magical dwellings.**Movement Rates:** Running: 300 yards per minute.**PS:** 23 **MD:** 25 **AG:** 25 **MA:** 35**EN:** 22 **FT:** 33 **WP:** 32 **PC:** 36**PB:** 8 **TMR:** 6 **NA:** 3 DP per Strike.**Weapons:** Vine's bite has a BC of 40% of doing +3 damage in Close Combat and is always Rank 10. Vine will wear gilded armor and use gilded weapons if these are provided by the summoner.**Talents, Skills, and Magic:** Zagan is a master of the College of Illusions. He possesses the following Skills: Alchemist, Merchant. He can change blood or water to wine and wine to blood at will. He can shape all metals into coins of the realm. He makes men witty and one hour in his company is equal to 3 weeks experience in learning the Troubadour Skill. Progress in this Skill costs only half the normal EP cost if the summoner is taught by Zagan. He makes fools wise (see Comments).**Movement Rates:** (yards per minute): Run: 400; Fly: 300.**PS:** 65/30 **MD:** 5/25 **AG:** 20/23 **MA:** 30**EN:** 35 **FT:** 40 **WP:** 28 **PC:** 25**PB:** 6 **TMR:** 8/6 **NA:** 6 DP per Strike.**Weapons:** Zagan may charge in the same manner as a multi-hex character in combat. His horns have a BC of 40% of doing +4 damage and are Ranked at 10. His hooves have a BC of 45Vo of doing +5 damage in Close Combat and are Ranked 8. Horns may be used in Melee or Close Combat. Zagan will agree to wear gilded armor while in his human form and will employ gilded weapons in that form.**Comments:** Any character in the presence of Zagan may have his Willpower and Magical Aptitude increased by 10 and his Perception increased by 5 at the discretion of the summoner. This effect lasts as long as the character remains in Zagan's presence. Where two numbers are given for a characteristic, the first is for the bull form.**ZAGAN: "The Winged King"****Base Chance:** 17% **Lesser Spirits:** 33%**Description:** Zagan appears as a great bull with Gryphon's wings, but may choose to adopt human form at will.**[30.1] BACKFIRE TABLE****Dice Backfire Result****01-10** How unfortunate! Not only do you fail to cast the spell, but your Fatigue is reduced by a number equal to the Fatigue already expended in the attempt.**11-17** Worse yet! You fail to cast the spell, and your Fatigue is reduced by a number of points equal to twice the Fatigue already expended in the attempt.**18-22** For shame! You should be grateful that your teachers cannot see you in your hour of degradation. Not only do you fail to cast the spell, but your Fatigue is reduced by a number of points equal to three times the Fatigue already expended in the attempt.**23-24** This is simply not your day. You fail to cast the spell and you must reduce your Fatigue by a number equal to four times the number of points already expended in the attempt.**25** Magic may not be your calling. You might consider a future in animal husbandry instead. You have failed to cast your spell and your Fatigue is reduced by a number of points equal to five times the Fatigue already expended in the attempt.**26-35** Your spell has reversed itself and is presently taking full effect on your own person instead of on the intended target.**36-45** Once again your spell has reversed itself as in result 26-35. However, this time, in addition to the effects of the reversal, your Fatigue is reduced by a number of points equal to the Fatigue expended in attempting to cast the spell.**46-50** Your companions may well curse your name for this! The GM assigns a number to each character within Range and rolls D10. The character whose number is first rolled is the target of the spell. If no character's number is rolled, the GM rolls again until one character's number is rolled**Dice Backfire Result****51-55** A result similar to 46-50 except that the spell's effect is doubled (GM choosing what attribute of the spell will be doubled).**56-60** Your spell takes effect, but only at half strength. The GM determines what characteristic is to be halved and does so (rounding down).**61** You are cursed with total blindness lasting DIO weeks.**62** You are cursed with total blindness lasting a number of weeks equal to two times D 10.**63** You are cursed with total blindness lasting a number of weeks equal to three times D 10.**64** You are cursed with total deafness lasting a number of weeks equal to the result of a DIO die roll.**65** You are cursed with total deafness lasting a number of weeks equal to two times D 10**66** You are cursed with total deafness lasting a number of weeks equal to three times DIO.**67** You are cursed with being totally mute for a number of weeks equal to the result of a DIO die roll.**68** You are cursed with being totally mute for a number of weeks equal to two times DIO.**69** You are cursed with being totally mute for a number of weeks equal to three times DIO.**70** You are cursed with insomnia and nightmares and may only regain half Fatigue (rounded up) during sleep periods for DIO weeks.**71** You are cursed with insomnia and nightmares and may only regain half Fatigue (rounded up) during sleep periods for a number of weeks equal to two times D10.**72** You are cursed with insomnia and nightmares and may only regain half Fatigue (rounded up) during sleep periods for a number of weeks equal to three times D10.**73-75** You are cursed with a virulent skin disease which will cause you intense pain and make you hideous to look upon. The disease**Dice Backfire Result**

will reduce your Physical Beauty by 10 and your Willpower by 3 until cured by magic or the arts of a healer. Once cured, the disease will still reduce your Physical Beauty by 1 for each full week during which it affected you. This reduction is a permanent result of scarring.

76-80 You are cursed with periodic muscle spasms of random occurrence and unpredictable duration which tend to leave you limp and exhausted. The spasms will persist until you are cured by magic or the arts of a Rank 2 healer. Reduce Dexterity by 5 and Endurance by half (round down) until you have been cured.**81-85** You begin to suffer from intense and regularly recurring migraines which reduce your Willpower by 1 and your Magical Aptitude by 3 until you are cured of your affliction either by magic or the arts of a Rank 2 healer.**86-90** You become arthritic and enfeebled and will remain so until cured by magic or the arts of a Rank 3 healer. Reduce your Fatigue by half (round down) and subtract 4 from Dexterity and 3 from Agility until cured.**91-95** You have become subject to creeping senility which will last until cured by magic (only) and which will become worse as time goes on. Your Magical Aptitude is immediately reduced by 2 and is reduced by an additional 2 at the beginning of each week until cured. Once cured of your affliction, you will have to relearn any spells forgotten during the period of your illness. All spell attempts made during the illness will have their Base Chance of taking effect reduced by 10.**96-100** You are cursed with total amnesia and lose all skills, ranks and magical abilities for a period equal to one day times DIO. During this time, you may not cast spells, use special skills or talents or use a weapon except in its unranked state. Your friends will have to care for you since your surroundings are totally unfamiliar and your survival defenses will have been quite effectively short-circuited. You will willingly take their orders and advice, but you would just as willingly follow an ogre into his cave if he asked you.